





# Star ancer



# Electric Generation Magazine















## News

If there's one section you should read, it's this one. There's way too much going on to miss it

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# 05/00



## There goes the neighborhood







securing our PEZ from J. White the couple limit to reside the couple of the couple of





## **E**Ending

We've had our fun, but all good things must come to an end

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## **₽**Finals

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about that on page 24. Now if you'll excuse me, it's 2AM, and after capping this fantastic issue — I'm putting myself

## WHO WILL YOU BE

AFTER YOU DIE? IF YOU THINK YOU'VE FIGURED IT ALL OUT, THINK AGAIN. PARALLEL UNIVERSES

VIRTUAL REINCARNATION, ZEN-LIKE ODYSSEYS, IT'S ALL NEW, IT'S ALL OMIKRON, EMBARK

ON A SPIRITUAL MISSION TO SAVE SOULS FROM THE DARK SEQUETION OF A DECADENT DIMENSION. ALL WITHOUT FALLING TO COUNTLESS TEMPTATIONS YOURSELF. ADVENTURE, EXPLORATION, COMBAT AND ROLE-PLAYING, AND THAT CONTINUES EVEN AFTER YOU DIE. OMIKRON, IS NOT JUST A GREAT GAME. IT'S AN EXPERIENCE. < CORRECTION > It's AN OUT-OF-BODY EXPERIENCE.

TRAVEL TO A NEW DIMENSION AT NOMADSOUL-COM













mirably displayed the physics and the computationpower of X-Box. A ball could be dropped anywhere the virtual room, setting off a chaotic chain reaction

## It X-ists! **Box Unleashe** Gates makes Microsoft's closed architecture game console office for Foll 2001 for Fall 2001

Athough we've been reporting on X-Box since the October issue of last year, when it finally became public knowledge, even we were caught a bit off guard. Once the demos rolled, and Bill Gates finally revealed X-Box to the world, we knew the industry would never be the same.

From a business perspective, X-Box is definitely a traditional closed architecture system that follows a similar console business model already applied by competitors such as Sone Nintendo, and Sega. Like the tradetonal console companies, Microsoft will approve games for quality and content. (although numors suggest the licensing fee Microsoft will charge will be only around a third of what Sony et al. charge). Because Microsoft already promises unrivaled hardware performance (three times the graphical power of Sony's PlayStation2), the best product development support for an easy-to-develop-for system, and a massive marketing campaign with the cash to back it up, it comes as no surprise that many traditional third-parties have already committed to supporting the system. Electronic Arts. Acciam, Eidos, Inforrames, Midway Bungle, and Take 2 have all either officially or unofficially promised support, and Hasbro has already gone as far as to promise between six and eight titles ready for launch, Sure, but what about Japan's development community? Capcom is listed as a developer, Konami has already confirmed a Metal Gear game for X-Box, and can'tlaunch-a-system-without-them Namco has also expressed interest. Squaresoft is perhaps the only big-leaguer that

has been notably silent. "The Japanese developers love [X-Bood," says Kewn Bachus, Microsoff's console director of third-party relations, "They look at it differently than a western developer Western developers look at the Windows APIs and say This is great. I know how to program this stuff' lapanese developers look at the Windows APIs and say Wow, I have a lot of flexibility and freedom. and these are evens me all kinds of for the lack of a better word, 'middleware that I can put into my application."

So what's inside this X-Box that has developers excited, and has many publishers jumping on board? Despite the traditional console business model Microsoft is following, X-Box, by design, is not a traditional console, and includes several nontraditional parts

Bill Gates began with the topic of PC mes, but with the help of Seamus Blackley and a leather jacket, it becam the X-Box show. Neither Mr. Rodgers nor the Fortz could be reached for comment



o hardware to show-off yet, so during the keynote address, this fancy X was laved in place of a comple. Expect to see it again at E3

### Despite the traditional console business model, X-Box is not a traditional console by design

Most important is the unified memory structure: The 64MB RAM is shared between the CPU and GPU (graphics processor). This enables developers to decide where they want to assign the memory: For Al-intensive games such as strategy littles, most will probably go to the CPU, but for graphic extravaganzas, the CPU may only get 2MB, with 62 going to graphics. (in contract the PS2 has only 4MR yleds. cated to graphics, with 32MB dedicated to the CPU) Almost as important a feature is the hard drive worst-casescenarios of console game patches aside, the hard drive is a major boon to developers, it enables them to cache game data (such as levels) while

playing audio from the DVD, it lets

them store massive amounts of save

data (as well as enabling players to download and save things like updated rosters in sports games), and since it's faster than a DVD, load times may be a thing of the past. Also important is the processor an x86-compatible custom Pentium II. 18's an Instruction set everybody knows," says Robbie Bach, vice president of Microsoft's Hame and Retail division. From a learning curve perspective, a lot of what you're going to see in what we've done with the box is about making a great dev opment platform."

Developers Next Generation spoke to at GDC agreed. The hard drive is the key That's going to chang everything," said a programmer with a major 3D engine company "PlayStation2 is fine, and porting [our









game) to it is only going to take a couple of months, but X-Box excites me, because I don't have to learn anything new I know all the tricks and I can just work on making stuff cool \* Kevin Bachus says he isn't surprised by the

reaction "Traditional consoles have been developed to represent what developers consider the peop generation of consoles, X-Box has been designed to enable developers to deliver what consumers believe to be the next generation of content, and that is a very important distinc-

In general, PC developers were more excited than traditional console







w does Bill Gates fit into the X-Box his According to Robble Bach, Gates was heavily olved in the evaluation of the console business. hed us to ship the product a little later as

### THE OFFICIAL AT-A-GLANCE X-BOX SPECS: (LOOK FAMILIA)

If you read last month's news story you'll recognize most of these specs. Our top sources gave us about 90% of the story. And considering some of the final specs came together just days before the announcement, that's remarkable. Intel Pentium III with streaming SIMO Extensions (600MHz plus)

300MHz X-Chip designed by milds, GPU capable of 1,003,000,003,000 operations per second (that's one trillion) 300 million polys per second (untextured, unlit) 300 million polys per second with all features or

Pull-scene anti-alkeine 64MB unified memory 6.4GB/sec memory bandwidth

4X DVD drive (plays movies), 8GB hard disk drive, 8MB mov INTERPA 4 cantom USE controller ports, 2 USE ports NETWORK Ethernet 10:100 communications port AC3 encoded game suello, 64 channel sound chip (920-by-1,880 maximum resolution, HDRV support mid Vibrason recessor, expansion and two triggers (ctil uncoefferred)

developers. Not surprisingly those who've tied their wagons to Sons's star were the least impressed. Still, the noints they bequebt up were valid, and address just a few of the major hurdles Microsoft will have to clear if it hones to make X-Roy a success First despite the specs, Microsoft could still totally screw up the hardware. crippling it with a bad bus, super slow drive, or any number of potential elitches. Second, the demos clon't really prove anything (fjust look at the PS2 demos vs. the launch software," one developer snorted). And finally, Microsoft is going to be entening a

very crowded market: Sony and Sega

established in the hardware business, how

aggressive does Microsoft intend to be,

publishers and developers?

and what can Microsoft offer third-party

RB- I think the biggest and most impor-

tant thing we can offer is a development

process, development support, what we

call "evangelism" - developer relations

that will be second to none, first of all,

overall development will be less expen-

VIDEO

will have had nearly two years to solidify their hold between now and when X-Box launches, and, more significantly the name "Microsoft" doesn't exactly resonate with gamers Can Microsoft overcome these challenges? If it can't, it won't be for a lack of cash or dedication. One thing is sure though, the next generation console race is sure to get more excit-

ing before things calm down - Tom Russo and Chris Charla NEXT MONTH: Come back to Next Generation for an in-depth report on each console's chances, like only this marazine can deliver.

### ■ THE MAN BEHIND THE X

## An interview with

Microsoft's new X-Box chief plays O&A

A Nacrosoft employee are on Robert Bach has led the launches of A Microsoft employee since 'Bit, Office '95 and Office '97. As vice president of the Home and Retail Division, he has spent the last two years heading up consumer software. Now, "Robbie," as he is known among the X-Box team members. takes the role of leading man in the unfolding sage that is the birth of X-Box

Next Generations Let's start at the beginning What exactly is X-Box?

Robert Bach: This is a console, and has a console business model from start to business. It is sealed box; it is not something you're going to be able to open up, screw around, and change components. We think it has the lifecycle of a console, it will be priced like a console. there will be royalties and approval omcesses, and we'll have first-party titles, like a console.

NG. But the components are all PC . RB: To a developer it looks like a PC with x86 architecture, to a consumer it is just

a console. There are two things I never associate with X-Box - it never boots and you never install.

We'll contract out the manufacturing but It is not an OFM model. You won't see X.Pox from acvince else NG How will X-Box graphics compare to

RB Specs are a dangerous business when it comes to graphic stuff I describe X-Box graphic power as "unreal throughput." When you're actually playing the game, you will see a graphics capability that's three times what Sony specs numbers are for PlayStation2. The actual [performance] on Sorry worn't be as high as their spec numbers. We're taking the conservative

they will be.

NG: With Sony Sega, and Nintendo firmly relationship with Sega?

NG: So who's going to manufacture the

sive. We have a faster process, and a technology they know and understand, so there's no learning curve. Secondly this is something you can be developing for on a PC - there are not expensive development systems. The whole cost of getting RR: This is a Microsoft box - Microsoft into the development cycle is coing to be name, Microsoft marketed, Microsoft sold. different, if you will, than what people see with Nintendo and Sonx Philosophically. we take a different approach; we've had five years of working with people on DirectX. We really understand how to work with developers, and we are a developer We've gotten feedback from developers, and they're not particularly

excited by the way they work with Song. and that hasn't been a place where Sony has demonstrated a lot of great expertise PlayStation2 is hard to develop for the tools aren't there yet, there's not the sup port, the systems are expensive, the process of getting allocated a development system is somewhat mysterious. and we think we're going to do that in a route, we'll be three times what they say very different way

RB; Well in a way it doesn't effect the relationship at all. in the sense that we're still doing work on WinCF - we've still doing things on Dreamcast. They will continue to be in the market with that. Certainly we'll be in the market with a box that competes with Dreamcast, That's true, There are a lot of places in the marketplace where we have relationships where we work with people and compete. Sony is one of the best examples. Sony is a great partner of Microsoft; they are one of our best PC suppliers. To large degree Segs will be the same way. We will continue to work with them on the WinCF front, and there will certainly be

some level of competition there, too. NG: Any marketing budget determined yet?

RB Without beiny precise, and just to vive you a benchmark, we'll spend more money on this than launching Windows '95,

NG How will Microsoft's PC and X-Box game development coexist?

RB: We'll be very smart about that. With our first-party strategy we understand the difference between PC game development and corsole game development from a content perspective. We can't just naturally assume that because something is successful on PC, that the first thing we'll do is Am of Amphas IV on X-Box. But clearly there are some things that cross over sports and racing, and the things we've done with our NG. How does X-Box effect your ongoing. Madness line become a lot more valuable.

Next Ger



# front mission 3.

A HEAVY-DUTY STRATEGY EXPERIENCE











## On March 4, 2000 PlayStation2 entered the retail arena with the most successful first day in Japanese console history

In the US, only the rarest of events could entice thousands of people to wait in line outdoors through the dead of night. Aside from the occasional Fossil Rock reunion or Star Wars sequel/prequel/reissue. it's extremely unusual to see

Americans sitting in line for a chance at entertainment.

In Japan, it's another matter entirely. It's nearly impossible to graso the impact that videogames have on lapanese culture, until an event like a console launch cranks up the nation's love of games to

the point that it reaches outright obsession. And no console launch in history has tapped into that obsession as completely as the

launch of PlayStation2. At 7:00 a.m. on March 4, 2000. thousands upon thousands of

gamers clogged the sidewalks in

As stores stocked their shelves with fresh P52 units (below), eager Japanese gamers (left) kept themselves busy with

the heart of Japan's technology center, Akihabara, hoping to walk home with a PS2. In this urban canyon dedicated to all things small shiny and full of silicon

chins, a new console entered the consumer arena with more flair, more hype, and more initial interest than any console before it. Lines full of PS2 hopefuls began to build more than 24 hours before the first stores opened. By the midnight before ings, drifted into alleyways, and

launch, lines snaked around buildswirled in empty lots with gamers packed into every corner of the city. As usual in Japan, the lines were civil and people were friendly However (and this may point to the frenzy behind PlayStation2 more than anything else), once the PS2s reached the lucky gamers in the front of the line, the usually civil Japanese culture was shaken by a few uncivil actions.







### In total, Sony sold just short of one million units during the first two days of the PlayStation2 launch.

- A young man in Akihabara found out that he would not get a PS2. So he attempted suicide by jumping from a building. He survived with minor injuries.
- A group of Japanese youths attempted to steal a stockpile of unsold PS2s from one of Akihabara's videogame stores. They were thwarted, and eventually arrested.
- A young boy on his way home with a P52 was attacked by two older men. They succeded in stealing the console.

### A young girl had her PS2 stolen by older boys.

Violence of this nature is an aberration in Japan. It just shows how intense the PS2 fervor was in this country during the launch.

Sony had stated that it would have 2 million units in stores at launch and would sell as many in just two days, in reality, the company only had I million units ready for the Isunch, and of that number, only about 600,000 units actually made it to retail outlest. Sony sold all of those units in the first two days and could easily have sold double that number, considering the frenzy surrounding the release.

Sony's online commerce plans for the bunch were successful, even though the company's web site crashed due to overwhelming interest. In the short time that online sales were open, Sory sold more than 380,000 units. Only a third of the units were actually delivered at

launch; the rest were on hold for two more weeks. In total, Sony sold just short of one million units during the first two days of PS2's launch, and reported sales of more than one million several days later.

Sony is planning a similar online commerce strategy in the U.S. and Judging by the preorder demand that game retailers such as Electronic Boutique and Babbages have experienced in recent months, Sony could see even larger online sales numbers in the U.S.

The father of the PlayStation and PlayStation2, Ken Kutaragi, toured the lines during the PlayStation2 Izunch. Needless to say, he was pleased with what he saw

Overall, the PS2 launch was by far the biggest videogame cosole launch in the history of japan. The intens and first-day sales greatly eclipsed those of the Dreamcest launch, and PS2 launch results are said to be 10 times greater than those of PlayGation's launch. From its very inception, the PS2 has made history with japanese gamers.

What can you expect for the Usanch? Well, pre-launch lines like the ones in Akhabara are unlikely. The American gaming culture is not yet at the national obsession stage that it is in Japan. However, the Pujschiston? Jaunch in Japan was covered as a lead news story by the US mainstream media chils could also be due. In media chils could also be due. In part, to the hype that the Dreamcast launch generated here last fail). Still, this level of attention well before a US launch is unheard of, and it only adds fuel to the growing PS2 hype machine.

Thanks to the runaway success of the original PlayStation in the US and the continuing attention its sequel is enjoying throughout the world. PlayStation2 is on a course toward an unprecedented launch -If Sony is able to deliver enough units, and to make more and better games available. We can think of a few, offhand, that didn't make it in lapan. Still, we expect Spriv to keep the hype machine rolling even in the wake of the X-Box announcement. and its US launch of PS2 will likely dwarf Sega's fantastic launch of Dreamcast. - Dan Egger







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- 10 New Arenas
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## **Dolphin Watch**

The launch in North America is now officially delayed until the first half of 2001. But Nintendo loyalists may finally have something to get excited about as we reveal new Dolphin details

By the time you read this (as we predicted last issuement) Microsoft will have unveiled its X-Box platform and the Game Developers Conference will have ended with Nintendo's announcement of a Dolphin delay until the

first half of 20 Dolphin is not only in keeping with the normal product lifespan for our home consoles, but provides vo important benefits," says ster Main, Nintendo's executive vice president of sales and man keting "First, it allows the millions of current Nintendo 64 owners to devote their videogame dollars to the best lineup of new games in our history, without having to buy a new system. Secondly, the new unch date for Dolphin means hat our system will come to market next year with a portfolio of game names across all genres that nply can't be matched by any

other company." Mostly marketing rhetoric, sure, but the good news for Nintendo junkles is that while the firm may not be openly talking about it, there is a whole lot going on behind the scenes as Nintendo preps for the arrival of the Dolphin system

DEVELOPMENT KITS READY If you've been following Nintendo's future console at all closely, you've no doubt read all sorts of different conflicting orts regarding the status of truth is that elite first and second parties have been in possession of unfinished Dolphin development kits for six months. These kits have been largely useless, though, at full speed and, in fact, do not ture the full guts of the system of Nintendo's plan, according to several trusted software houses that Next Generation spoke with, is to release absolutely ished development kits to first, second, and third parties beginning in April

### AN INTERNET STRATEGY

While Nintendo has openly admitted that it has an internet plan in the works, it has predictably offered up no specific details. But its partners have. An intriguing help-wanted advertisement placed by Applied Microsystems Corporation, the company that has designed the oment hardware, tells the oeveropment hardware, tells the story. "Candidate will work on Nintendo Dolphin game develops tools,\* reads the ad. "A working knowledge of networking pro and internet standards is required, including TCP/IP, UDP, http, etc. Knowledge of realtime protocols and applications such as

The plot thickens when you add cond-party Dolphin develope stro Studios. The developer is rumored to be working on five games for Nintendo's phantom nsole, and has recently regist ternet domain names

wretroworld.net and www.nin also scooped up talent from Id Software, namely David "Zoid" Kirsch, who designed the ThreeWave Capture the Flag mod for all of the Quake games. We

out his new position with the developer "I will be focusing on network design and Implementatio the former id Software man told Next Generation, adding, "my game design experience is certainly specific with goal-orientated teamplay in first-person shooters.\*

### AUGUST 2000

While Nintendo may have a soft Dolphin presence at the upcoming **Bectronics Entertainment Expo in** Los Angeles, inside development sources tell us not to expect much more than a few technical demos previewed behind closed doors. The big Dolphin unveiling is firmly set to take place at Nintendo's own Space World show this August in Japan. It's there that the Dolphin hardware will be shown in working form, running fully playable first- and secondparty software. Nintendo is allegedly



"The new launch date for Dolphin means that our system will come to market next year with a portfolio of game names across all genres that simply can't be matched by any other company"\_Febr Main, Errodon Von Presi

petitioning its US studios (NST. Retro, and Left Field, among others) to have technically dazzling games ready for an August unveiling, with the more complete stuff left to NCI's Internal teams.

### CAN DOLPHIN MAKE A DEBUT

IN JAPAN THIS YEAR? Nintendo will have no problem completing the actual hardware for the Dolphin system in time to launch it in Japan this year. The only question is, will there be any softw As more information is revealed about the system's behind-the-scenes workings, we're inclined to say yes. If we are to use PS2, a system that sold 980,000 units in just three days, as the example, the Dolphin system need be backed by only a unch. Now consider this: premat hin development kits have finalized ones are shipping. This gives Japanese software houses at

least six months to deliver several

Dreamcast and PS2 ports of popular franchises to Nintendo's Konami and Capcom in Japan already rumored to be well underway with Dolphin software we can expect at least a few system-selling titles from the bunch. And Nintendo itself, which stopped production on a rumored sequel to 1080 Snowboarding more than a year ago so that the team could develop tools and software for Dolphin, is very likely to have at least one original game ready

Mix in the fact that Dolphin will retail much more cheaply than PS2 (and that according to every developer we've chatted with, it'll be overall far more powerful), and we've got more than enough reason to launch the marking in the homeland this year

- Matt Casamassina Editor-in-Chief, IGN64.com



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### TOM RUSSO'S In the Studio Development news as it develops



### MULTI-MULTI-PLAYER SPACE GAMES

If you're in PC development, you're probably pitching a sci-fi, futuristic, If you're in 'n, cevel-printing, you're precourse partning a sin-furnation, manufacturing multiplayer game, A source who works closely with the development community has plained to Next Generation that "very-plosy" has a pitch like this. According to this uncer, who know what publishers want, developers should thou, and this kloout developer should thou, and this kloout developer should thou, multiplay the should be should en "SpaceQuest" is cancelled due to the overwhelming interest in Star Wars Onli which we can now confirm is definitely happening.

### GAME BOY ADVANCE NOT ADVANCING

Nintendo isn't goin, to release Gime Boy Advance this fall. Why! Gime Loy Color is just doing too well to warrant the transition. Considering no one else has even considered upping the competition with anything that performs significantly better (Wonderswan and Noo Goo

### MICROSOFT COURTS RELIC

LECUSOPT COUNTS IN RELLY Commender cause has signed on the wide Residence and the Residence of Countries Case, of which lands for the next server project." NSI was deemed too risky for Sorray, but, the residence of the professional countries of the professional countries of the minor specific countries. The professional countries was deemed too risky for Sorray, but, the countries of the professional countries of the professional countries. It would be a minor of sorray of the professional countries of the professional property." Gurden says, "but we a a deal which is minorably beneficial."

really aimost an insurance of our rd, and in their best interest to work with us going forward on that franchise."





### SNOW'S OVER

d experience at Bitzzard, and have all worked in some major capacity on the Reseries, Storezaff, and Stocks, No word yet as to what the first Triforge tide will be







## RESIDENT EVIL CODE: Veronica









If you enjoy Resident Evil (you sick pup), then kill the lights and immerse yourself in two disks — over 40 hours — of the most vib. mutated, flesh-eating terror yet. New weapons. 30 graphics, and POV battles bring the horror to life like never before. Which means you'll get to see how brave you really are.





## News

## When will the **PS2 cost \$99?**

We apply the life of PlayStation pricing to PlayStation2, and believe us you don't want to wait that long

If you're reading this magazine, you're a confirmed early adopter. Investing a huge chunk of change to be the first one on your block to have the latest and greatest game console isn't really a sacrifice. But for argument's sake, let's say you don't want to spend more than \$99 for PlayStation2, Assuming the system launches in September for \$299, by applying the original PlayStation's schedule of pricing-over-time, you could indeed pick up the system for

under \$99 - In the fall of 2004. Of course, it's highly unlikely that PlayStation2 will follow the same pricing structure of PlayStation, as the price of a console depends on many factors, including the health of the economy exchange rates between the US and lapan, level of competition, general acceptance of

all, economies of scale Still, looking at the pricing schedule of the original PlayStation, the system averaged one price drop per year (at some points the span between price drops was as much as a year and a half, but never more). Several of these price drops were created as

countermoves against the activity of a competitor (such as the launch of Dreamcast) - but this time around. PlayStation2 will face competition not only from Sega and Nintendo. but from Microsoft as well. While PlayStation has been hugely

successful in its run. Sony is more aggressively targeting the mass market for PlayStation2, which means that the megacorporation will likely drive prices downward in order to achieve the biggest market share possible. New Sony factories are already under construction that, when finished, will manufacture PlayStation2 Emotion Engine chipsets in bulk - which will in turn produce more affordable machines. And over coming years. Sony is likely to simplify the hardware, much like it did with PlayStation when the company removed the the product, and most importantly of I/O port before dropping the price to \$99.

If PlayStation2 follows a similar track, the price will most likely not drop to the mass-acceptance price of \$149 until March of 2002, and If it continues in the pattern of PlayStation, PS2 won't reach the Impulse purchase price of \$129

Are these screenshots from an upcoming X-Box title

A.E. Fox Interactive has yet to announce any games based on the film. ey will find a way to squeeze at least one title out of this license cles humanity's desperate exploration of space after the destruction of Earth by hostile aliens, and boasts the writing talent of Tick creator Ben Eddund, along with the usual Hollywood roll-call of voices. Not surprisingly, the film is directed by veteran animator Don Bluth, the man responsible for a number of animated epics, includi the classic laserdisc games Dragon's Lair and Space Ace. The movie debuts in theaters on june 16; the (Inevitable) game will likely appe



### If PlayStation2 follows a similar pricing track to PlayStation, you could pick up the system for less than \$99 — in the fall of 2004

until September of 2003. Finally, bargain hunters will have to wait until the fall of 2004 to get their hands on

a console for less than \$100. We can all but guarantee that PlayStation2 pricing will be somewhat different than that of PlayStation, but

if they share any similarities at all it's clear that the wait for a bargain-priced PlayStation2 will be

a lone one. We figure that this makes being an early adopter seem even smarter - which of course. it certainly is. - Dan Egger

BITS FROM THE EDGE

Sony's million...DENIEDI Sony
Computer Entertainment was just shy of selling one million PS2s in its launch weekend. The company sold 980,000 units, but according to reports in the Associated Press, it was only able to ship 600,000 machines to retailers In Japan. News Bytes was on hand at the scores of disappointed Japanese children walking away from Akhabara without their systems. Of course, we already had our two machines, so we took this as an opportunity to point and laugh

3DFX's millions...LOSTI 3D6: has posted its fourth-quarter earnings, and in a word, "ouch" The company lost \$3(886,000 in the quarter, as opposed to a confit of over two million in the rame quarter last year The company's new CEO, Dr Mex Leupo, was quick to point out, however, that the company wants "to

return to profitability as soon as possible." AMD's billion Hertz, SHIPS! AMD has broken the Megal-lertz barrier shipping the first I Gig processor it will first be commercially available in the Compag Presario line, though if you have a spare

\$13 million on you, you can purchase 1,000 of the processors from AMD for \$1,299 a pop. (Sales tax not included Some assembly required)

Sony's website...UNSECURE! On the eve of the PS2 launch. Sony's site allowed 44 people to improperly access pre-order

Information for 246 customers who'r ordered the PS2 online. The 44, who had entered in incorrect order numbers, received names, addresses, and number of consoles ordered by the unsuspecting 246 Sony got the 4II on the access at 17.00 and considered it a 91, 22 minutes

later the problem was fixed, the 44 had no more access, and the data of the 246 was secured.

Dreamcast's browser\_UPDATEDI It's no secret that the original Dreamçast browser often failed to function because it was too busy deciding whether to suck or blow, But Segs and PlanetWeb have amounced that a new browser will be released at this year's E3 with much include enhanced JavaScript, plus the abilities to view sites made with Rash 3.0 and to listen to MP3 files. The strangest

## Games at a bargain, or bargain games?

## UK's Fiendish Games delivers PC titles that are, well, cheap

→ English company Flendish Games (http://www.flendishgames.com) has created a business model whereby players can download and purchase complete versions of original sames. Producer

claims the company's \$14.99 titles strive port, and while one title does stand out to be "of the quality of epic games, but (a 3D variation on Columns called half the size and a quarter of the cost." Next Generation has tried four of

"Tower of the Ancients"), we must conclude that you get what you pay for Still, these sames, which tend to come with if you like barrain PC sames, this saves Shawnee Sequeira of Flendish Games substantial soundtracks and full D3D supyou the trip to K-mart. - Eric Bratcher

### The company's current lineup includes:



HOT CHIX 'N GEAR STIX Hot Chix 'n Gear Stix offers a completely typical, if us riving simulation. Players race one of three different muscle around three different courses, ostensibly racing as one of '70s babes with suggestive names inspired by Austin rs. But the control is far from "shagadelic," as steerin irnes cuts out and the accelerator occasionally loc



WER OF THE ANCIENTS Tower of the Ancients is easily the stand-out title, and an engaging entry in the puzzle genre. The game is based on a cregaging platform, similar to Techs or Colamns, and features biblical "Tower of Babel" imagery and a dramatic soundtrack



N.F.K. (NATURAL FAWN KILLERS) Had Jaguar seen a second-generation game, it pr would have looked like Natural Faxon Killers. This h earne features four mostly overpowered wear rels and "jurassic surprises," plus bad graphics, over-theentary, and rabbits who m (re strangely immune to gunfire while doing the wild thing)



■ The perfect title for gamers who think Hydro Thunde too fast and entertaining. Featuring six pilots in three en ments, it sends a message to developers — if you don't have a good rendering engine, stay out of the water

# Leave it to the porn

industry to push the envelope of DVD technology

Vivid Interactive has released Interactive Body Farts, a pomified variation on fashion plates in which the player reconstructs orite porn stars for a "very

special video payoff." Vivid cla the product is the first p fully interactive DVD on the man ry are evidently un (D release of Space Ace) d will offer the product in ne varieties, ranging from a

fter bravand-panties version ich the company plans to p te using demo units in Tocts that the pro

lobin, and X- Box, it st hine capable of plays regular, non-game DVDs. ler also boasts no territorial ts, so in theory, these

titles should work on any of



function? Force feedback while browsing the Web.

Nintendo's products...ONLINE Nintendo Corp. has recently announced

plans to invest in lapanese convenience store chain, Lawson. The deal will allow Nintendo fans to order any Nintendo products they like on the Web and then to pick up the goods at one of Lawson's 7000 locations nationwide. The big N has yet to announce similar plans in the US

Reynolds' plans...REVEALED! As reported last month in News Bytes, Brian Reynolds,

Sid Mojer's loretime partner in same development, has parted ways with Meier's Firests. Reynolds has since announced that he has formed a new company called Big Huge Games, dedicated to producing realtime strategy games for next-generation pistforms. And yes, the parallel between this move and Erik Yeo's departure from Westwood Studios last year to form 7 Studios, a company dedicated to creating realtime strategy games for

next-reperation platforms, is earle Sega's Shermue...SHIPPINGI Well. someday. Sega is hinting that the Yu

Suzuki magnum cous will ship by the end of this year in the United States Part one is already available in larger, and has received pienty of plaudits for its magnificent graphics and excellent story (though some feel the story arc is dragged out too long). We'll see how part one of a 42-part epic goes over with the traditionally more stoic and demanding American consumer

Romero's Dalkatana\_REALLY SHIPPING Every month in News Bytes we like to take some time out to mock John Romero's eternally delayed Darkstana Unfortunately by the time you read this, we are assured

by our friends in the retail trade that Dakatana will be on store shelves nationwide. It will be the end of an era what we like to call "the easiest joke EVER!" era. Frankly, we're distraught, as we have no idea if there will ever be a source of such perpetual levely in the game industry again. So we're asking for your help. If you can think of a new News Bytes who one box please email us at kodos@dailyradarcom. Remember, we're lazy and not very funny so it has to be a really easy target

- Compiled by Aaron John Loob,



## REAL IT HURTS.



Skate as the legendary Tony Hawk, or as one of nine other top pros. Work your way up the ranks by landling suicidal tricks in brutal competitions to become the best skater on the circuit. Pull off hundreds of motion-captured moves and combo's on the fly with super-smooth controls. Nail insane airs, grabs, slides, grinds, kick-flips and landling tricks.

- Realistic physics models and high rez graphics at a steady 30 frames per second.
- 400+ polygon character models with every real detail down to the orange strips on Tony's sneakers.
- 9 real world courses including skateparks, metropolitan city and shopping malls.
- Multiple play modes including 2-player Points Attack mode, Graffiti and HORSE, and 1-player Career mode.
- and 1-player Career mode.
- Amazing effects including real-time skid tracks, water reflections and dynamic lighting.











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The Dreamcast hardware will be free, and with the first online console games ever. Sega is about to enter entirely new territory — are you ready to come along?



impressive than most had even ressed. If there was a buzz around the conference (and, as always, there was one), it was invariably of the sentiment "Sega's in trouble now - the battle is for third place." And you'd be hard-pressed

to think otherwise. However, while Microsoft had some impressive specs and Sony had

some impressive numbers, Sega had something else it wasn't sharing quite yet: a plan. It's a completely new and different way of doing business that could -- if the gaming public is ready, immediately, right now -change the way we play games, and change it forever.

hardware for free

If nothing else, you'll get the

The idea began on April 8, 1999, In the brain of Brad Huang (yes, he remembers the date), a consultant and friend of CSK and Sega Enterprises president Isao Okawa. Huang saw the future of gaming as moving increasingly online, and knew just how to position Sega at its cutting edge. His idea - giving away hardware in exchange for signing up with an online service - was actually not any different from the successful strategies of PC-based Internet services, but it took a bit of time for Sega to be convinced --- for one thing other consultants, such as Price

Waterhouse, weren't convinced. Price Waterhouse didn't really get the heart and core of this business," Huang explains. "They had the impression of an internet strategy as being that you just put up a Web site as a nd of advertisement. What I was proposing was a completely

different business model." The model was very simple: accept wholeheartedly that the future of gaming is content based, not technology based, and that it will move increasingly online - then dedicate Sega to giving gamers what they want. And, perhaps most importantly, do it now, because there's no

point in waiting. Sega Director of Marketing Charles Bellfield puts it this way: "Our catchphrase is that 'We



Il if we're all lucky, MaN-LNe will be among those Dreamcast ports offerie internet play to console gamers — either it or, as is rumored, Team Fort

our sources at Sega informed us would feature some form of Internet play: Black & White (Lionhead) Chu Chu Rocket (Sega)

Although more titles

will be announced in

the coming months, as of mid-March, here is

the initial list of games

Half-Life (Sierra)

NBA 2K1 (Seqa)

NFL 2K1 (Soga)

NHL 2K1 (Sega) Parlor Games: (Sega)

Phantasy Star Online (Sega)

Quake III (Activision) Ready 2 Rumble 2 (Midway)

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want to take gamers where garning is going. And that doesn't mean a new hardware platform or a specific title; it's all of those together. We want to introduce a whole new experience of multiplayer garning through a console."

THE WAY IT WORKS

"Online garning is becoming more of an expectation of consumers," says Greg. Chiernego, formerly of o, elements, of the chiernego, formerly of o, elements of the chiernego of

Well, we're the first ones there, and we're ready to do it." Here's where things take a major turn from the way the ming experience has been delivered before. Sepa is launching a new sister company Sepa.com, which is not (just) a Web site, but is instead almost exactly like AOL, serving, for example, as a full-blown Internet Service Provider However, in addition to enabling access to the usual functions of an ISP - Web surfing. newsgroups, email - for your monthly access fee (remember that monthly fee, it's important), Sega.com does AOL

Internet backbone are hundreds of game servers, all dedicated to providing the lowest latency available for online gaming

includes for online garning of course, flyew wast to, you can still use whatever 189 you want to 1, you can still use whatever 189 you want to in order to dial in and play Dreamcast games on your Dreamcast. Seeg won't stop you — but, Sega works top you — but, Sega works top you — but, Sega works, which was to be the best performance. To a certain existent, this may jou may not get the best corporate hype. Or the other hand, you have to remember and its other very public workship with the prohiems of online gaming through its substitute. He wasted the set of the prohiems of online gaming through its substitute.

SegaSon.
"The good news is,"
Chiemengo points out, that
thanks to the years of
experience and the battering
who been through, we know
where the pitfalls are, and," he
chuckles, who found most of
them. Still, the experience of
the last year or on in building
the Dreamcast network as it has
existed up until now has been a
great learning experience, so we
know those pitfalls as well.

Segusoft's stumbles will certainly help Segu.com succeed."
One other somewhat more concrete reason why Sega can be sure that its own network can offer low latency is because of a console's closed architecture.



A Dreamcast is a Dreamcast, so on a gamer's enci, configuration in the even an issue; you pop a game in, scroll down the option menu to request an online game, and the hardware takes over the dild-lup, Every Dreamcast player is using the same 56K modern, the same intermet gatewey, and the same network. This simplicity is, in fact, the key to Segal's strategy.

to make getting online as easy as possible.
"What we're saying is, let us be your connection," Chlemengo continues. "You could have any numbers of ISPs— there are thousands of them — why not trust us? What we will guarantee for you is the best performance available. We'll do this by dropping you into a proprietary network so you're not fending for yourself out there on the internet."

THE BEST PART
Segs is so convinced that gamers
will damer for online access
that it's putting its money where
its collective mouth is. Not too
long after you read this, Segs will
begin a massive rebate program
geared toward enticing as many
gamers as possible to give its

network a chance. How? Sega wants to give you a Dreamcast for free. Taking a cue from many ISPs and PC manufacturers, Sega is offering anyone who agrees to sign on for two years of Internet service through Sera.com at \$21.95 a month a check for \$200 - which, you'll notice, neatly reimburses you for buying a Dreamcast. Also. because the rebate is tied to signing up for Sega.com, you can get the \$200 whether you ught your Dreamcast this afternoon or six months ago. This doesn't mean that Seva and Sega.com are dummies.

Individual game discs will still

won't change. And if you're

should also be noted that

among the spectrum of ISPs, 521,95 a month is a bit pricey.

However, it is competitive -

have to be bought at your local store (or online) for \$40 — that

oing the math at home, that

means signing up for a \$526.80

nent over 24 months, It

again, compare it to AOL, which is \$19.95 if you agree to one year, but requires all 5239.40 up front. Plus, Sega is even throwing in a free Dreamcast keyboard when you sign (so you can type your email and chat), and is looking for other ways to sweeten the deal down

And remember that AOL has no hardware rebate, "The ate is one of the foundations of launching this company," Chlemengo says proudly. "We're saying to consumers. Free Dreamcast if you're willing to sign up.' What can we do beyond that to entice people? Well, game offers, peripheral bun ver we can come up with. The thing is, get the hardware into as many hands as we can, but keep giving them reasons to buy new

games, and keep the online

experience engaging."

### "The rebate was one of the foundations of this company. We're saying, 'Free Dreamcast if you're willing to sign up."

THE EASY PART Once again, from the gamer's dpoint, the closed itecture — both the irdware in the home and the servers out on the 'net - means it will be as painless as possible to dial in and get connected. But since all the game software will also happen to be licensed by Sega, this enables a certain standardization of interfaces and approaches that have been card of before now in online gaming

ago about how big online gaming

Chiemengo notes, "it's not nearly

up to those numbers yet. Why

was going to be by 2000,"

"If you look back at all these reports from two or three years

not? Primarily, case of use." This ranges from technical ions like simply tting on the network and finding a game server or an opponent, to more subtle iems, like a matching service that won't drop a newbie into a deathmatch full of veterans

The plan is for every game to have a standard online interface - or at least, as standard as possible - so you can quickly tell what matches are in progress and who's online, and find the appropriate opponent Sega's group director of thirdparty licensing, Neal Robison, explains: "Essentially what you do is pop the disc in, and there

### BABY STEPS



on't be able to play head-to-head, wi





Although by the end of the year there will be eight to twelve gam enabling full Internet playability, betwee then and now several companies are ty, between idering interim strategies for what they can offer in the way of internet

Midway, for example, with its ming Dreamcast version of Rush

2049, won't quite have the time to put in

head-to-head online play. However, it is considering the idea of setting up a bulletin board on which players can post saved "ghost" files, which other pl can then download and attempt to beat. Also, Capcom will be adding a reason

to go online in Street Fighter Alpha 3 it's the only way you can unlock certain characters. Under certain conditions. usually after having beaten certain

bosses, logging onto the SFA3 site will reveal a code to unlock certain "master" characters hidden within the game (which are generally pallette-swapped existing characters). Capcom's current plan is to update the site once a week ith two new possible character codes to

uncover, A Capcom representative thought there would be as many as 50







are menu options for dialing in, right off that disc, and no matter what game it is, it takes you right to that specific lobby for that game. So each game will have its own unique lobby,

elabate and passelfed by Misself.

where you'll have people congregated, playing that specific game. And we're trying to make it easy for third parties to make the lobby look like part

of the game, so it's just an

BEEF CURTAINS

seamless. But no matter what the game is, the interface is

29 f ps

50 26 19

So although the Quake III lobby will have the visual style of Quake III, it will still list player rankings in the same win location as the lobby for Ready 2 Rumble 2 does; chat and available matches will still be in

extension, make that really

their same respective window locations as well. Whatever game lobby you dial into, you can (theoretically) always look in the same places for the same

Also, since every Dreamcast has a unique serial number embedded in it, the network can also potentially know instantly who you are when you

"Essentially what you do is pop the disc in, and there are menu options for dialing in, right off that disc..."

II Quake Al (these are PC se

## (Yet another)

## Interview with JOHN CARMACK

### What does the hardest-working programmer in gaming think about Dreamcast? If there's one game that will make or

break Dreamcast as an online platform, it's arguably Id's Quake fit Luckly, we caught up with John Carmack at GDC, and he graciously spared some time to answer our questions.

Next Gen: So, the million-dollar question: is 56K fast enough for Quake M on Dreamcast?

John Carmack: Well, you use basically the same protocols that you get on PC, so it's very similar to what you get on PC with a S6K modern. Right now, in general, QIP modern, leger now, in general, Quir development on Dreamcast has gone quite well. You can play Dreamcast against PC on the same maps, dalling in right over the Internet, and it works pretty ricely. They interoperate. The maps are slighty modified to fit in the lesser memory, but I believe the plan is to have

those maps available on the Dreamcast disc so that people with PCs can interact and connect to the same game. They're interoperating just fine.

NG: Any new features or maps?

JC: On yeah, there are going to be new maps. There are a few new graphics features — little things, like lens fiare. The user interface is all

console presentation stuff that looks really neat. I'm not really sure there's going to be much in the way of raw changes in the gameolax, but like I said, there are a few shics tricks, new levels in a few places, and the presentation is much picer

NG: Has Sega's networking plan and ISP helped with any networking problems!

JC: Well, they've gone through several different layers of stuff. There have been three different network APIs that they've proposed and ned out, and QIV wound up just using this very straightforward "here's the TCP stack" on there. So I'm not sure the value of a lot of the stuff they're trying to do with setting up entire infrastructure for chat rooms and so on is going to be really important, at least for our types of games. I mean, there are certain types of games that require starting with a fixed number of players, where that type of infrastructure is a useful thing. But for the kind of pick-up games that you get with Quake, it really doesn't need much. As long as they provide good basic code to connect people up, and make it easy for people to get their systems and have ISP accounts, that's the primary battle. And then they need to make



log on. This enables features like saving player rankings, or even forming clans, without eating up space in a VMU to save the information, since it can be left on a network hard drive somewhere and called up by your serial number later.

### THE THIRD PARTIES

As you might gather, it won't just be Sega's own games you'll be able to play over Sega.com. Sega has struck deals with Midway, Capcom, Konami, Ubi Soft, Sierra, Acclaim, Infogrames, Lucas, Eidos - just about everyone who's currently loping for Dreamcast — to produce online content for upcoming titles. Although when it comes to naming actual titles, Sega's third-party liaison, Neal Robison, explains, "We're opening up an environment, going out across the country and placing hundreds of game servers on the backbone of the

'net, working out the bottlenecks, and what we're saying to third parties is, we'll host your content there as well. We'll take care of managing that Solaris server, and making sure it's connected and running the ht version of the softwar We'll make it so easy for you

guys that it's a no-brainer According to Sega, every Dreamcast develop at's ever been delivered to a developer has had a modern in it, with software support for direct connections and TCP IP Since Dreamcast also supports WindowsCE, this has meant that DirectPlay (the online gaming API in DirectX) has also been available. By the time you read this - or not long after -Sega's own proprietary APL optimized for the Dreamcast network, will have been delivered into third-party hands There are no additional third-

party licensing fees needed to

According to Id's John Carmack, the pug-uglies of Quak-rood (relatively speaking) on Dreamcast as they did on P

put a game on Sega's network if anything, the money will flow in the opposite direction. Robison explains, "What we've done is try to design a business model where any revenue we might generate from advertising

or something like that, we share that with the third parties They're creating the content. It's a partnership, and we don't want to put up too many barriers."

sure that any games that are going to be played over the Internet have reasonably distr servers, so that people can get a decent quality of service in different areas.

### NG: How has Sega's networking and tech support been in general?

JC: Aaron Seeler (who's heading up the Qill conversion! would probably be the more porlate person to ask on this. Um, not sure w much of this should really go into public interviews, but we went through a few cases at the beginning where I was really afraid they were completely clueless and were wandering ound in circles. They dumped some code that really wasn't very good. But then finally they dropped in some code that was exactly what we needed: it was the right thing and seemed to work great

NG: Were there any unforeseen problems or pitfalls working with Dreamcast or

JC: No. Actually it's a good target. Working on Dreamcast is pretty pleasant. I'm not actual doing much of the work there, but I interact with Aaron a bunch on it, and QW looks really quite good on there. We've had to crunch ne things down to make them fit in the I6MB main memory but the graphics actually come across perfectly. In fact, because we go come across perfe ahead and use their texture compression aggressively for everything, it winds up with stuff that's basically the high-quality textures from the PC running without swapping on an 8MB video platform. So it looks probably better

### "Actually, it's a good target. Working on Dreamcast is pretty pleasant.... The graphics come across perfectly.

than what it would look like on the PC for people who have "normal" video cards. It's no 32MB GeForce, by any stretch of the imagination, but it looks quite good.

NG: Any difficulties using joypad controls?

JC: That's still my biggest concern. Modern videogame controllers, console controllers, are ly not good for first-person shooters. And in fact, I would almost say that the analog controllers are a step backwards in some cases. Because, at least for constrained pitch games, like Doom-style stuff, playing by using the shoulder buttons for strating and running ound with the normal direction pad ac works out pretty well. But now everyone wants up-and-down looking, and then you're trying to use the analog controller, too, and you don't have good strafing capability and, well, it's tough. I have yet to play one that I really d it right - although I th of it is just what you're familiar with. Everybo who learns on a mouse is going to dislike the me controllers, but people who learn on those may not have problems with it it's an issue

NG: Given your level of expertise, is there any advice you can give to console developers who have never done a networked game?

IC: As far as Internet-action-play games, there's

really a whole set of knowledge there that really runs completely parallel, and orthogonal, to the graphics knowledge that you have to learn. All the things they talk about in theory in the books wind up being much, much messier in the real world, de with not only the fact that you've got latency and potentially dropped or duplica sets, but the real issue is that it all varies - like you have good and bad spurts of time, and things have to adapt over time. It's tough and tricky and it's not really what we want we want to get to a digital connection, but analog moderns are going to be with us for a

NG: Any advice for PC developers getting into

IC: Well, the Dreamcast is a pretty easy move for PC developers, it's got a similar model to the way PCs work, where you're got one etty fast processor and then one graphics scelerator that you communicate with, and that's a lot easier to deal with than some other consoles. Like the Sega Saturn was the worst offender, but it looks like the PS2 is going the route of, well, making you do more work to get better results. Dreamcast is pleasant to develop with. The tools are similar to what PC developers are used to seeing, it's got an integrated environment, a good compiler - works pretty nicely.





mut head-to-head will be NS/, 2KT and





THE DEVELOPERS One problem with launching a console-based online gaming network, however, has nothing to do with hardware or suppo It stems from the fact that traditional console developers have never really had to deal with programming any kind of networking code. Producing a split-screen multiplayer game that runs on one machine is a whole different set of problems than those involved with sending packets of data over a network. Greg Thomas, co-founder of Visual Concepts, developers of

NFL 2K and the upcoming

is way: "There's a lot of

overhead involved, and we couldn't have any overhead When we shipped NFL 2K, do you think there was any RAM free? Do you think there was any GD-ROM space free? We had nothing free. So now we've got to somehow put a modern driver in there, and it'd better be pretty damp small because I'm not going to let it take up any animation space, right?

We have lots of those kinds Yet the truly basic shift has less to do with programming and more to do with a shift in mindset. Neal Robison explains, "The only way we're going to have really good online games is "The only way we're going to have good online games is if they're designed to incorporate online features.

If they're designed from the beginning to incorporate online features. I've seen an awful lot of stuff grafted on at the end, and that never, ever works." Thomas agrees, "You have to

build online games from the core. We didn't have any experience, but when you have really bright people, you get it done. You have to design around it and think about all the things that occur. So, for example, there are times in our

game, split seconds when the player doesn't have control whenever you're playing an animation, for example, So while that animation is running, I can be sending data across the line. Do it right and you can actually mask lag that way, but it's got to be thought about from day one, and it's got to be designed around," he says. Thomas, in fact, sees multiplayer online as being the

next major paradigm shift in the

online-enabled NR, 2KI, puts it MextGen 05/00 www.DailyRadaz.com industry - from 2D sprites, to 3D polygons, to multiplayer. "From this time forward, every single game we have in development has online play in it," Thomas says. "Every single game. There's not one exception. Up until now you could see the differences in generations, see the diff ween NES and Super NES. This isn't a difference you can see, but when you start thin about online, you really don't have a lot to compare it to, and you really have to start all over - just hit the reset button bacause it's completely different."

### THE AI IS NEVER

There are many reasons why nline gaming is substantially different from the console experience that has come before, in both obvious and subtle ways. The most important of which is that ing a real person over the net is inherently more

interesting than grappling with eprogrammed Al. Ask any PC gamer who spends time searching for deathmatches and he'll tell you that battling against bots, no matter how well designed they may be, just can't hold a candle to fighting nan oppo But the intricacies of online

ng don't just stop there. ased mode en during the last five to ten years have proven the attraction of that other online buzzword: community. Quake clans and EverQuest guilds bloom over the 'net like spreading wildflowers, and for many gamers, this provides an even larger draw than the

mas themselves Which is why the Dreamcast barriers to entry, just to name network is such a tantalizing beast, in terms of the num of people playing, the PC market has been always been relatively small compared to the console market, and there are many reasons for this - cost of the hardware and the technical



chat and matching windows in the same place as every other gam

two. Right now, the total number of US online gamers (nearly all of whom are doing so from PCs) is 12-15 million people. If everyone who owned a Dreamcast were to sign up and go online tomorrow, that figure would swell appreciably d, should the Dreamcast network take root and grow to something approaching PlayStation numbers — or even half of PlayStation numbers, say 20-25 million — online gaming would suddenly become accessible to unprecedented

numbers of people. If that happens, this would nearly qualify as a grand social experiment - throwing millions of people from all over the itry onto the Internet, many of whom have never tried ing so before, and yet all of whom have at least one th common: playing games on Droomesst

THE BROADBAND

Naturally, however, everyone who picks up a "free" Dreamcast and signs up for Sega.com is going to be hooking up through that S6K modem that comes with the hardware By contrast, Sony and Microsoft are sticking to a broadband strategy, dedicated to using only extremely high bandwidth connections - dedicated cable modems or DSL, for example This would, at first glance, seem to freeze Sega out in the cold. Who wants dinky \$6K when there's a whole world of

and both Sony and Microsoft are planning for it? Well, because it's not that simple. Yes, broadband is coming, of that there's little doubt. But there are serious questions about when, and how idly will it spread? The fact is, barring some drastic upgrade in infrastructure, current projections don't see an preciable availability of

broadband access in the US for at least two years, and more likely as many as four (see sidebar) Plus, both Sony's and (inevitably) Microsoft's strategy is geared towards a lot more than just playing games. They

want to pipe music and movies into your house over the 'net for example, and while this is all well and good, it doesn't do ch for those of us who want a cheap means of reliable access and want to play games right now

Which is why Sega's

narrowband strategy makes sense - it's available today, to anyone who'll sign up for two years of service, and there are already games you can play on the network. What's more, you don't have to buy anything extra. Sony's current plans in Japan are to enable wireless access through cellular phones, at additional cost for the modems and access. Plus wireless connections are, at

least currently, not appreciably faster than a dial-up connection Brad Huang is actually surprisingly contemptuous of

### ROADBAND WHEN

Not soon. At least, that's what a number of consulting firms seem to believe. Although the growth of broadband networks will be comparatively ex the next three to four years, the most generous estimate, by the market research firm Strategis Group, is 25 million broadband households in the US by 2004. The same firm predicts, however, that the total number of households with any Internet access, whether broad- or narrowband, will be 90 million households by that time - in other words, only slightly more than a quarter of people with access will be supplied with hmadband.

Futher, in 2004, 46% of broadband access will be supplied through cable modems, which have an inherent problem: You share a local hub with other users in your building, or on your block, and the more of them there are, the slower each vidual connection becomes

At saturation, connectivity slows to dial-up modern speeds or worse. Cable companies will, no doubt, scramble to keep up with demand and add additional hubs over time. But according to another report by research firm Sanford C. Bernstein and McKinsey & Company consumer dem will far outstrip the supply at least until later in 2002.

Which means you can likely expect all those cable modems to chug at no better than narrowband speeds for several years to come



add steps and long latency it's not going to work," he says flatly. "If you want to play chess, it's OK, but for real interactive ning, it's not going to work. I don't know how serious they are about this. They're claiming they can do it, but not enough research has been done on that. and Sony has no experience with it."

And there's nothing to stop Sega from switching to broadband, or giving gamers the opportunity to upgrade to a dband connection as they become available, "AT&T claims they'll have the whole of San Francisco, the heart of Silicon Valley, wired for broadband, but not until 2004," Charles Bellfield explains. "Our philosophy is that you've got to get the consumer in a narrowband environment.

> "There's no point in saying you've got a broadband solution without actually proving that

your average Joe in middle America doesn't have access to you've got something

and then take them through to

broadband. There's no point in

saying you've got a broadband

that you've got something."

broadband actually come

Ethernet card," Neal Ro notes. "We've got it in the lab

solution without actually proving

Will Sega be ready should

right now. The issue for us is not

when will the infrastructure be

in place to really enable that to

take off? When is it worth our

for cable modems or DSL and

the industry talking, it keeps

and another year. And that

sucks, because look at what

have it sell? And the more I hear

getting pushed out another year

ther we can make one, but

able to bring out an adapter

sooner? "We've already got an



### ARLOR GAMES?

Sega's Parlor Games will be available practically the same day the Sega.com network goes online, offering 3D versions of four different "classic" games: hearts, checkers, chess, and non. Although probably the least exciting title on Sega's list to readers of this magazine, it is, believe it or not, fairly crucial

to the company's success strategy.

According to the IDSA (and similar numbers are bandled about by Just about everyone else), board games and card games ther command nearly \$0% of all online gaming. Compare this to slightly less than 20% generally accorded to what are loosely ouped as "action" titles, such as Quake, Unreal, and Com Conquer. (in fact, action is outpaced even by the 30% of "gamers" who log on for trivia or quiz games.)

Once again, Sega is hoping that the cheap hardware and ease of

use will lure hordes of new gamers online - even if they just want to play checkers.

that people in the San Francisco area, or Seattle, have had for a while. We have broadband ready to go, but we want to get everything up and running, give the consumer that experience now, and sure, make our mistakes, but when broadband happens, it's smooth salling.

### THE FUTURE

So when does this miraculous network go online? According to Sees's Bellfield, the plan is to roll the network out live September 7, during the MTV Video Music Awards the event that Sega used last year to launch the system. And will Sega's network be ready? Almost certainly, although during the writing of this feature, the company had more than a few difficulties providing information and materials on the killer app online titles designed for the network - specifically Phantasy Star Online. It's more than likely that Yuji Naka's latest opus will slip to next year But, all the 2K/ sports titles, along with a healthy dose of third-party offerings, will make an attractive package

That online gaming will grow ubiquitous seems inevitable. The only question is, when will the massrket, console-based audience be willing to make the leap? "Most console namers are technologically aware," Brad Huang concludes "They'd like to be online, and after all, people like to play games against other people. I think most online gaming is done with the kids down the block or across town. You want to play, but can't get together? This is a way to do that. It's very addictive." And if it's going to be now rather than later, Sega certainly is going about it right — free hardware is as tempting a reason to try something - leff Lundrigan as you can get.



# **Deady Bear**

Put Teddy on the most endangered species list and FUR FIGHTERS on your most wanted. A new kind of game has hit the scene. Part adventurerammed shoot 'em up, part heavy petting and panting action. Play as all six armed animal liberators against the malevolent fat-cat, General Viggo. It's a raging romp of feline conspiracies, blazing animal combat and unrelenting beaver shots!









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**A** «laim





# → Alphas

**Next Generation's** first look at the most exciting games coming down the pipe

### → PlayStation2

### →Dreamcast

Rush 2049

Uitimete Fighting Chempionship

### →PlayStation

### →PC

### →Milestones













# SNOWBOARD SUPERX

■ Publisher Electronic Arts ■ Developer EA Canada ■ Belease Date: April (Japan), Launch (US) ■ Orgin: Canada

The mountain sure is peaceful—when all these people aren't brawling on the slopes

No matter how pretty it is, no matter how great the sound, a good snowboarding game passes or falls by its feel. The team behind SSX seems to get that.
One race down a tr-ck in EA
Canada's newest PS2 venture and

our distance of the control of the c

According to lan Lloyd, an artist on the project, it's all a matter of understanding the way the game should control. In many games, he says, "you button and the pay will be to find the pay will be SXX you can start som, think you SXX you can start som, think you can of it, do an other thing, and its a control of you be a button to jump with, all of the yall a button to jump with, all of the yall a button to jump with, all of the yall are controlled by pressing the shoulded button, and spinning or flipping requires the use of the digital pad. We know it sounds scary — and honestly, we were septical, to but after a few trips down the mountaint, we were pulling off

tricks like pros.

There is a tangible sense of accomplishment when you land a difficult maneuver because it was earned with skill — not just a few



button presses. Producer Larry

Japanese megaplex track. "One of the key things is making sure that each track is significantly different than the others," says Lafferer. "So it's not just a different thap of where you go, but that each environments is rich, adventuresome, and completely different." From what Nest button presses. Producer Larry Lafferer refers to the process as a very "organic trick structure," and that sums it up perfectly — it simply feeb right. Of course, great tricks don't mean anything without great tracks, and EA is working on those too. There are difference from wast Next
Generation was able to play, each
track also featured plently of spots to
do big tricks, go fast, and most
importantly, beat some people up. several courses for you to race, ranging several courses for you to race, ranging from your standard downhill race courses to some outright bizarre set-tings — like an iceberg that has been towed into the South Pacific (think ice

Beat people up? "During the race, we're trying to accentuate the phys contact similar to a hockey game," Lapierre insists. "You know, get the elbows out and things like that."

scing available, and, strangely nough, a sport founded by the project sanager on the game) involves all of he racers going down at the same me and competing for the same scace. Using the right analog stick, ou can throw a few well-thred pushes oward anybody dumb enough to get

"During the race, we're trying to accentuate the physical contact similar to



and slush) and a completely indoors

38 NextGen 05/00 www.DeilyReder.com





near you while rading, and - if you're lucky - knock them down. This is where it becomes important to choose a character from the eight available that fits your playing style; the IS-year-old Japanese girl is fast.

but she can't deal with a crowd the same way the 235-pound German racer can. And to win the world championship, all you need to do is: make it to the bottom - how you do

it is entirely up to you.

And therein lies the beauty. And therein lies the councy.
Contrary to what you may have
learned in other snowboarding
games, your options here are nearly
unfirmited. Shortcuts abound all over
the track, and they are among the
Mark Generation has most subtle Next Generation has seen. What makes them special is that they are more than a simple, static path diverging from the main track; instead, they actually reprise the feeling of jumping over a fence and ending up on the untarned mountain. It's a great feeling when the result of messing up a jump and flying off the track is to freely board down the mountain until you meet up with the track again, dodging trees and rocks all the while. Even more astonishingly, the final track in the game is simply a mo that you are flown to the top of re is no track per se, and the chal

lenge is to make your way to the bot-torn — through the powder, off the cliffs, and through the treeline. With the incredible score in the bards count racing on this track - unfinished as was — was already one of the most enthralling experiences we've had with PS2. Trust us, it's a rush. - Blake Fische













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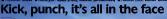








# IMATE FIGHTING



Mortal Kombat as reality allows without the fatalities or magic. Two fighters enter a small enclosed ring, each an ert in his own style of fighting, and the first one to submit, get knocked onscious, or have his manager throw in the towel, loses. As you migh suspect, it's not an event for the squeamish.

So it was only a matter of time

before Crave Entertainment and the two respective Japanese developers began the process of re-creating the

are 22] has contributed a bit to the game's design," says Producer Jeff Barnhart, and due to this close onship (along with lots of study of old UFC tapes), he claims, "they will

fight (in the game) exactly how they fight in real life." Beyond that, In hear recommend teams used to the service the development teams used to the service of the ser are also creating 16 original fighters. If 38 fighters aren't









### one where you have fighters with completely different styles" - Jet Sambet all means, they should), you might try

"The most interesting match is

the create-your-own-fighter option, and bring your own digital after ego into the ring

Each fighter has his own unique way of fighting, and this feature really separates the game from other Tekken esque fighters, "We have 34 styles of fighting in the game," Barnhart proudly declares (evidently there is some small overlap between characters and styles), and while there will be some shared moves, most of each fighter's moves will be unique. This gives players an unprecedented amount of variety in terms of gameplay because, while some fighters may follow a traditional form with punches and kicks, others will focus mainly on takedowns and



### THE DEADLIEST ART

because he likes making his opponent tap out.

Hoping to get a jump on the competition, Next Generation cornered Producer Jeff Barnhart and tried to get him to clue us in on which fighting style will be the most powerful in the and tried to get nem to case to his on which regards and a sentential like kickboxing or game. "The most destructive style of fighting is probably something like kickboxing or game, "The most delanature sym or regiming o proteinly summaring to boxing," he whitpered, "Any time you're delivering hard blows to a fighter's head, you're probably going to see blood." Barnhart's favorite style, however, is submission fighting

submission moves. Barnhart praises this aspect of the tournament for lending a lot of unpredictability to every match. "The most interesting match," he says, "Is one where you have fighters facing each other with completely different styles - you just never know what will



One of the greatest draws to the UFC is that matches end by either submission or knockout - which can actually make for some prolonged and brutal fights. "This is another area of the game that I want to keep true to life," says Barnhart. "We are going to have fights end in submission, knockout, the ref might stop the fight, the doctor might stop the fight, or the fighter's corner might even throw in the towel." It all really depends on how each player fights. If you go for some painful crippling injuries, you might end it all quickly, while a submission fighter might take longer, eventually dragging you to the ground and wearing you out.

This brings us to stamina — which, according to Barnhart, is a big factor that must be share, it is a big factor that must be share into account. Sometimes you'll see a sight and you will totally expect the dominating righter to win. The conflicts, "when sudderly her so can ad the other righter unleashes to a will be other righter unleashes player, then, will not only be agile and aggressive, but must also exercise strategy so that he won't lose a hardfought battle due to eshauston.

Like any good fighting game, LFC offers a standard forward mode, a Dames mode, and a Training mode. For the single player, the Career mode differs the many mode. For the single player, the Career mode offers the most with a fighter and work your way through all the fighters (with random seeding). Large groups of players, however, will



#### A head look in the UFC may just be the very beginning of a whole world of hurt. United other fighting games, grappling will play a big part in many of the UFC fightent' repertoires really appreciate the tournament mode,

which enables up to 16 players to set up a ladder and see who really is the best. With an eye tuned for the perfect balance between gameplay and noholds-barred authenticity, Barnhart and the developers may have the makings of a great videogame franchise come late



goods as promised or we may have to take them into the ring, grapple them to submission, and force to them play Criticom for days on end — and nobody wants that to happen. — Blake Rischer









Unlike a traditional fighting game, you will need to consider your stamina, and whether or not you can keep up to the pace of the fight



■ The strength bars enable fighters to recover a small amount of energy if they can secure a little rest. But a good flurry of streng hits, if unblocked, will always take you down









Il in one of the early missions, you must keep a Cardissian freighter carrying stolen weapons from escaping through a wormhole

PLAYSTATION

# **STAR TREK: INVASION**

## The Federation isn't nearly as boring on Playstation. Blow stuff up, Klingon style

To say that Star Trek: Imasion initially resembles Colony Wars seems a bit of an

understatement; nearly every person in our office immediately mistook it for the latest incamation of PlayStation's revered space doglighting franchise until they



 Unfortunately for you, a ship this size has a powerful shield array, which will take you awhile to punch through

recognized some of Star Trek's ship designs. This can be attributed to the fact that developer Warthog was founded by the people who designed Privateer 2, and employs developers who worked on the original Colory Wars.

Yet Awaston distinguishes itself with its

excellent use of the Star Triek Icense. Our preview build had us escorting Bayan personnel ships through hossile territory, firing phasers and photon torpedos at a Cardassan freighter carrying solen weapons, and even definding against a Borg cube. Even more authentic will be the voice-over work by Michael Dorn and Patrick Stewart, which has yet to be impremented in the earne.

On the technological side, Star Trefc (invasion boasts a lush new graphics engine, and squad-based All enemies will really cooperate with one another to

Our preview build had us escorting Bajoran personnel ships through hostile territory and even defending against a Borg cube implement your destruction. Though our labba build lacked sold controls (on-thefly wispon changes were tough, and analog, options had yet to be adheded, the title shows great potential in addition to a top-secret storyine (finehold, or presume, an invasion — possibly by the presume, and the presume that the presume promises 20 might be the version promises 20 might be end missions.

and multiple controllable craft. Previous Trek games have mostly been dry, slow-moving strategy-based treatments. However, this title breaks the franchesis' great barrier and may finally deliver the realtime white-knockle action that brings out the bloodthisty. Kingon in all of us. — En Bratcher



#### THE FIRST PERSON.

During levels, there will be times when you can dep up to a Howlitzer. 50 caliber twin machine gan and take over the controls. At this point, the game will abilit income be person, and you will be able to spin around and take out the tim enemy fairly easily Some levels have even been based unflevely on this concept, such as when you did a bed with the same of the same of the point of the same of the point of the same of the point of the point of the analysis of the point of the point of the point of the point of point point of point point of point poi



We've all seen the Army Men games— green and tan solders gimes to deep and tan solders right That's what we thought too, until we got a chance to check out the latest in the senes, which looks like it has a lot more in common with Medial of Honor than the surnly little battle that

used to take place in our backyers. In fact, the game starts of with a near-re-enactment of one of the most famous somes in WWI filtstory — the beach kinssion at Normandy, As you guide your little green gry of the Higgiss float, you are summanded by hunched troops making their way across the beach, a gaint fertight going on around you, and explosions overlywhere, it's almost surreal to be in filts kind of war situation with a seven place from an and the first time vau



# ARMY MEN: WORLD WAR

### ■ Rublisher. 3DO ■ Developer. 3DO ■ Release Date: May 2000 ■ Or Saving Private Ryan goes plastic

see an explosion bunch several of your comrades in the air, you'll be looking at gibe manual to see if there hann't been some sort of macup. There hasn't despite the chass, the ability to buyenet enemies, and the general WWI fielt, the gime still stoke to the bloodless combat premise of the franchise. In addition to Normandy other levels shown incolved the largie, a train rick; and a war-from,

bombod-b-hell city. We appliad 3DO for taking this new approach to the series. If it can manage to so leep the authentic war feeling we've seen so feet, the company may actually longe some new ground by conveying the field of WWI in a game that's at the lighter on the graphic violence. What connection this has to the stop of our youth at this port, we no longer

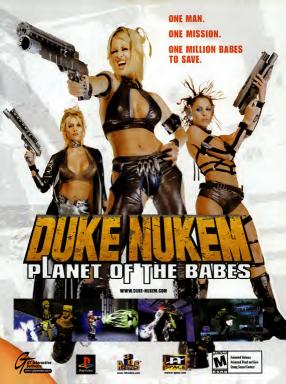




Blake Fischer

This bombed-out shell of a city is evidently the stronghold for the Tan enemy — attack!







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# **JSH 20**4

It's forty-nine years into the future - and the freeways are still under construction

Last year saw the release of San Francisco Rush 2049, the latest entry in one of the most successful arcade racing franchises of all time, Combining a realistic driving model with winding forking courses composed



Sthout a doubt, the quickest route over bard Street is to go over Lombard Street

of San Francisco streets enhanced with a healthy dose of arcade imagination, the series seems to exactly straddle that heavenly middle ground between overthe-top action and legitimate, sophisticated driving simulation.

The task of bringing Rush 2049 home fell to a development team headed by the levendary Ed Logg, a twenty-year Atan veteran responsible for such games as Asteroids, Centipede, and the original Gauntiet, as well as the phenomenal N64 port of the original San Francisco Rush. Ed and his team were kind enough to let us stop by for a look at their work in

The first thing you'll notice when

Shortcuts lead you up through translucent skyways, sidelong through 360-degree vertical loops, or along subway tracks



■ One sure way to smoke a friend on the stunt course is to create a ected string of aerial moves

playing Rush 2049 is the way the cars handle. There are ten vehicles (plus several hidden), each with its own distinct feel and a definite sense of mass and heft rare in racing titles. When asked about this, Logg immediately credits the driving model, which is based upon the model first constructed for Hard Drivin', which, in turn, was developed by people who actually worked for auto manufacturers and simply knew what made a car feel like a car Logg and his crew have also made several new enhancements for the home versions, such as factoring in the





THE RACE FOR ONLINE PLAY When asked about the possibility of racing against opponents over

Sega's planned internet gaming network, a slight wince crosses Ed Logg's face before he answers, "It's omething we're talking to Sega about," he explains

aren't going out until the end of March. is early September: This combined with some reservations about how the browser Integrates with the system OS, basically means yo coins head to head with your buddy in Alaska. All is not lost, however. What they will do. Loss ises, is allow players to upload and download their ghost races, which the company will

likely rank using a web-based

wheelbase of each vehicle, so that widebodied vehicles like the pickup will land jumps with much more stability than a narrower, more compact car.

The second thing you're likely to notice is the tracks, which ramble headlong through multiple layers of futuristic San Francisco streets, branching, rejoining, and launching the racer high into the air. Each of the six courses (four from the arcade, two brand new) boasts a vast network of shortcuts that lead the player up through translucent skyways, sidelong through 360-degree vertical loops, or underground along subway tracks. Some tracks even feature

switches that unlock new paths or trigger additional obstacles. Every track can also be raced forward, backward, or mirrored, for extra replay value. As if their numerous enhancements

from the arcade format weren't enough, Logg's team has incorporated several additional modes of play: Circuit and Tag modes, four Tony Hawk-like stunt tracks - timed obstacle courses which combine various terrain challenges with the occasional giant mace - and Battle mode, which is a sparking Twisted Metal variant with better physics. smarter weapons, and more class. There's even a paint and body shop to





customize your exterior.

The Dreamcast and N64 versions will both support four players simultaneously. and though the Dreamcast version looks sigh-inducingly smooth (the final version will be stable at 60fps for one player, and won't dip below 30 unless four players are racing simultaneously), Logg is adament his N64 conversions will share all of the Dreamcast version's enhanced features indeed, except for the lower resolution and a slightly slower framerate, it will be nearly identical to the Dreamcast build. This may sound like wishful thinking, but if anyone can do it, Ed Logg's team can. - Eric Bratcher



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# WACKY RACES

Publisher: Infogrames North America | Developer: Infogrames Sheffield House (DC), Appaloosa (PSX & PC)

### Will this cartoon classic be as much fun to drive as it was to watch?

In the golden age of carboons, (basic before they became excusational), Harma Barbera owned Saturday morning; Their visit legion of toons included a series called Waddy Races, a cort of Spy Ms. Spy on wheels in which arth-visits not the Dastrady and his snicksmig sidelock Muttley schemed against a colorfial sellery of cocosine

races, each of whom invariably spent twice as much time subottaging opponents as they did racing. Now, infogrames has decided to newe the series in what looks to be the most unique arcade racer we've seen in quite some time.

Scheduled for release this summer, the gene looks to retain to action predecessor's orary characters and with the looks to the looks of the looks of

whose car looked like a WWB biplane. They will race over mic closed-droult courses posturely bristling with gadgets, weepoins, obstacles, and booby traps as weel as warde terrans, shortcuts, will have different weepons and unique capabities: some can crash through obstacles, some are lightning fist, and many will have at

least limited flight capability.



The Dreamcast version features shadows that warp realistically according to the terrain the shadow falls on

Watch Pacers will feature several modes of play from the Bally-esque Time Trial to an around-style free for-all called Trial to an around-style free for-all called Trial to an around-style free for-all called cellulars, and within the last-place vehicle is eliminated every lay. All voices are autherfall, and a new rendering technique called "nastlime black-ining" will keep the called "nastlime black-ining" will keep the the developers can successfully capture the the developers can successfully capture the sarry action of the original show as well, this may be the rading game to best this coming summer — Price Bratcher.



Between its ability to run right over small obstacles, and a power-up that enables it to fly, the Boulder-mobile can sometimes creating constitutes.



# D OR ALIVE 2

### More alive than ever on PlayStation2

March 30 will have seen the Japanese release of a PlayStation2 conversion of Tecmo's brawler Dead or Alve 2 thanks to the company's Team Ninia, which norted the same from its arcade predecessor in a mere one-and-a-half months, virtually the blink of an eye in the

world of game development. When asked about this achievement, Tomonubu Itazaki, head of Team Ninia, is guick to credit his team. "Dead or Alive 2 is written in assembly. We may have the best assembly programmers in lapan. maybe even the world. Everyone is telling you it is hard to work on the PS2, but

we ported the game easily



They can also purmmel you into oblivion So easily in fact, that all of the elements



that made the Dreamcast and arcade versions stand out have made a flawless. even beneficial, transition to PS2. "In fact



nothing will change. The fighting engine and same modes are nearly perfect to me, so on these points the DC and PS2 versions will be the same. Graphics will be a little better on PlayStation2.\* These words are borne out by the screens we've seen so far. Every character, animation, and arena is

there, often with even more glorious detail. One puzzling aspect remains: Tecmo's decision to release DOA2 on the exact same day as Namco's long-awarted Tekken Tag Tournament. "Don't think we did that on purpose," Itagaki assures us. "At one point, we thought we should help Namco in finishing TTT in order to avoid its release interfering with ours." - Eric Bratcher In a fighe?

VS. DOA2 Thus far, Namco's Tekken franchise successful than Dead or Alve. When saked to compare DOA2 to better gamepiay. It is a true 3D fightine same, I think Telsuperiority is its im ttention to offe mpressive visuals a well as technical

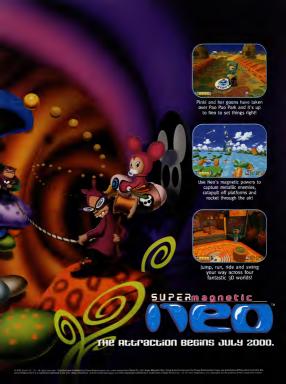
for PlayStation2 may contain maphical enhancements not version offered: ' strass in Tekken Tar well done on PS2," Itagaki concludes "I'm thinking abo including such feats In Dead or Alive 2

To this end, DD42









# → Alphas



me responds to your interac he environment, For instance, these rs were drawn to the sound of a



it easy to cap an enemy just as he ent



# **COVERT OPS:** NUCLEAR DAWN

### Think you can take Steven Seagal? Now's your chance to fill his shoes only so many directions you can go, and

Already available in Japan, Covert Ops is a third-person espionage adventure that takes its inspiration from action thrillers like Under Siege II and Air Force One. A terrorist group has taken the French ambassador and his family hostage as they travel by rail from St. Petersburg to Paris. As the lone survivor of a UN Escort, you must rescue the ambassador and retake the train.

Right from the get-go, the moving train

you will often find yourself starrng at the only remaining door, thinking long and hard about what might be on the other side. Having said that, the inexplicably named "Slue Harvest" is not like any other train you've ever seen - it looks less like Amtrak and more like a strange, spacious crossbreed of Air Force One and Speed Racer's Mach S

Covert Ops also benefits from interactive environments and intelligent enemies. Foes are more likely to respond to you if you manipulate your surroundings, Activate the dumbwalter, and two soldiers will come running. Use





■ The pre-rendered interiors of the train are often narrow and confining, offering little room for evasive maneuvering

#### Foes are much more likely to respond to you if you manipulate vour surroundings

the wrong keycard in a locked door, and you can bet someone will investigate. Your actions will also affect the actual story of the game, thanks to a branching storyline with eight separate endings. it looks as if the lapanese title of this

game. Chase the Express was somewhat. prophetic. Fans of Syphon Filter and Metal Gear will undoubtedly be chasing this game down when it comes to the US this summer - Eric Bratcher



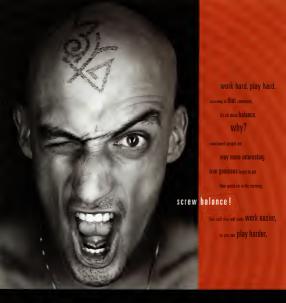




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# ARSTATION AIKE TYSON BOXING Block Codemasters # Diotype Codemasters # Pictore Dat May 2000 # Gryp. UK

### Iron Mike returns to the virtual ring



Despite the fact that he's got the most recognizable name in boxing, Mike Tyson has not



on knocked down, you must tap ns to the rhythm on the knock to get up before the ten count



shown up in a whole lot of boxing games (two, including this one, to be exact.) With an apparent wix on 32-bit. re-creations of the sweet science, can Codemasters take Iron Mike to the top of the heap?

Of course, doing this means the game has to play well and that is where the developer has concentrated its effort. While the PlayStation-class visuals may not be as impressive as they once were, Next Generation went a few rounds with an early version of the game and found it to be quite playable. Essential to this was a wide array of punches (12 in all, which can be combined free-form into makeshift combos), blocks, bobs, and weaves, and the ability to move

around the ring at will. The feel of puglism was inherent, but the game felt. a little on the slow side compared to more arcade-type efforts such as Ready 2 Rumble.

Strangely enough, Tisson is the only Icensed boxer in the same: the other 89

#### MIKE TYSON'S PUNCH OUT

Mike Tyson first starred in the classic NES conversion of Punch Out — renamed, appropriately enough, Mike Tyson's Punch Out, Coincidentally, he was the only real-life boxer in that game, as well, and you mostly battled opponents with comical names and personalities like Glass joe, Pists Hurricane, and Bald Bull. Of course, after Tyson's reputation became tarnished, family-friendly Mintendo took him out of subsequent revisions of the game.

contestants are all fictional (only 24 are playable). Still, all three of the weight classes are well represented, and you can even take a fighter through the Career mode to sharpen him up a bit

On the multiplayer side, there's your standard one-on-one fighting plus the ability to have up to eight players compete in an organized tournament. Of course, if you get that many people in the room, you'll need to be prepared for everybody's ear-biting jokes - trust us. - Blake Fischer



eight in each weight class) you will fight against 66 additional CPU



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# LEGENDS OF MIGHT **AND MAGIC**

Log online, go on a quest — without waiting in line for the fun to start



series has taken its knocks recently - Might and Magic VII was a decent RPG, but it looked and played very old school (especially in the wake of the release of Baldur's Gate). while the recent release of the lackluster

Crusaders of Might and Magic (reviewed in NG 03/00) has further tarnished the name. New World, however, is hoping to reverse that trend with its latest spin-off. Legends of Might and Magic

In both approach and gameplay, it's a game not quite like anything that's come

#### SO WHAT IF STORY?

is that, initially, it isn't set in the MSM universe. The story begins when a king's advisor, Zaphram Dagrath, discovers an ancient artifact that transports him to another world When you (as a prince) and your party follow, you become obsessed with finding anot artifact whose nature is unknow but which confers ultimate power. V named Teldran. you're sent on which just happens to lead to all the classic worlds of Might and Magic, like



before. Designed from the ground up as a multiplayer experience, Legends enables you to put together a virtual party over the Internet, then go adventuring into a fully 3D landscape from a third-person perspective. Unlike massively multiplayer environments such as EverQuest, however, the party is

limited to six adventurers, and the

adventure is confined to a single goal, which can be completed in a few hours' time

The key to understanding Legends, in point of fact, is to think of the designers' intention as bringing you the online equivalent of getting together for an afternoon of Dungeons and Dragons. This is distinctly different from other



■ The game uses the Lithtech engine, which is equally adept at handling outdoor areas and highly



■ To naranhrase a different sort of ad-"Shambling undead creatures ... why'd it have to be shambling undead creatures?"

multiplayer games like EverQuest in that you don't have to contend with hundreds of other individuals, player killers, nor the "day at Disney World" factor, in which you storm the castle to slay the dragon, only to find ten other people already there waiting for their turn. As in EverQuest, however, combat and spell casting take place in realtime, using the keyboard and mouse (a "paper doll" inventory screen is also available for RPG diehards)

You'll be able to choose from six character classes (warnor, crusader, cleric, archer, druid, and sorceress), each of which is able to use a different mix of 12 different skills - although the skill list was still undergoing revisions at press time, they include things like melee

combat and elemental maric. Once the characters have been created, there are 20 pre-made adventures with a range of goals, including such fantasy role-playing standbys as "you've heard from the villagers there's a monster loose in the forest" and rescuing the princess, but also things like escorting a wagon through hostile territory or a commando raid. There are roughly eight different general categories, and in some adventures these goals will be moved and matched (rescung the princess also requires killing the guy who's kidnapped her for example). Characters gain experience as they battle monsters, and completed adventures confer bonus points that can be used to raise their skills. Higher-level adventures, naturally only become



tapping the mouse button. There are six intal spell classes, and a visible icon shows which kind of spell is being cast



# Alphas



With a party limited to six players, Legends is the online equivalent of getting together for an afternoon of D&D exhausted all 20 pre-made adventures,



ough this character stat sheet is mostly placeholder (check the "current quest"), it res an idea of the flavor of the game and se kinds of skills that will be available

expenence. Most interestingly when you've

available to characters that have enough

Legends has the ability to generate new ones at "random," "Random," because although the layout will always be different, there remain a certain number of "set pieces," rooms or items which will be roughly the same every time they're encountered - that room containing the fountain with the switch at the bottom, for example, won't turn up in every randomly generated dungeon, but on those occasions when it does, it will always be the same fountain. The randomly generated adventures will also automatically tune themselves to the expenence levels of the characters taking part, so players won't be overwhelmed.



One thing you can say about adventuring in realtime 3D: when monitors are big, you quickly find out just how big (the monster view shot, at left, doesn't hart either)

There's also a single-player mode, of course, in which all 20 pre-made adventures are played in a certain order, loosely following a story. As your character progresses through these, you can save their status and then use them in multiplayer games, And, for those of you feeling less than cooperative, there will also be an Arena mode purely for monster combat, and several multiplayer Deathmatch modes as well.

The developers at New World are using the Lithtech 2.0 game engine, and GameSpy 3D to match up players (in fact, Lithtech has incorporated GameSpy into its engine, making the combination seamless). Players can, of course, chat during adventures wa the keyboard, but voice support is also currently planned - at least for players with low-latency connections.

Even at this early stage of development, Legends of Might and Magic certainly seems to have quite a bit going for it. The game pulls on many classic M8M locations, creatures, and objects, and already contains guite a few clever traps and puzzles. The main issue facing the design team is, of course, tuning the gameplay so all six players can enjoy themselves. This is, in many ways, a new kind of game, and we're certainly haping it will deliver - leff Lundrigan



The game includes many creatures and m and Magic games, but also several new ones



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# **EISELIED**

■ Publisher: Konami ■ Developer: Konami ■ Release Date: July 2000 (Japan) ■ Onor: Japan Final Fantasy meets Beat Mania

The greatest hope we have for PlayStation2 is that it will provoke developers to re-think the way they approach same series. While many companies will be more than content to crank out brighter. shinler versions of their 32-bit classics. the developers who will end up on top will be the ones that bring fresh new

■ Combat will feature spectacular PS2 effects

inspiration to what are quickly becoming played-out gameplay paradisms, Reselled looks to be one of the first of this new breed with a fresh outlook on RPGs, a different graphical style from the PS2 norm, and just enough funky sameplay ideas to make the same something

A unique game needs a unique protagonist, and in Reiselled you play a musician (complete with a magical guitar that advises him along the way) who has been summoned by a king to compose a song for his daughter. As the daughter is an unhappy soul, your sole wish is to write the song and be on your way But. It's never that easy is 'It? Soon enough. you've been drawn into the mysterious happenings of their island and are starting up a party to investigate the odd events.

Beyond this, Director Atsushi Hongami is reticent about many of the finer sameplay details, saving, "The player will have to discover by himself how the



■ Even though you can only have three ac one time, there will be around ten characters to sele

## → Alphas



WHAT'S IN A NAME simificance is in the According to the director — absolute none. Evidently the word, which is as the title to give the rame more European surfaces When we translation of the word, it means "Travel Song," whi

sounds about right,

# The hero's guitar is actually a magical living being it will offer you advice throughout the course of your journey game is working." The few things Horigami does reveal, though, give us many clues to how the final game will play. As concerns navigation, "fou will be able to move freely on the map as in FFX Zelda or Mother" he says, "The Island is not very biz, but its scale is perfect for the same." Another important factor will be the passage of time. "According to the time," says Hirogami,

"different events - major and minor will occur in the Reiselled world, at the same time. The player will have to choose, and he will be able to build his

own story according to his decision." Although navigation is realtime, combat is turn-based. "There will be several different combinations for battle as the party can be surrounded or surround the enemy," says Hirogamia "That will make a great difference." There will be plenty of magic for you to wield



■ There's no better place to hide a deadly weapon than in your musical instru during the course of your journey



II You will fight many monsters, ranging in size from



as well, all based on the elemental forces. Everything has been deliberately kept simple as well so that players of all skills can have fun.

One of the strangest challenges of the adventure is to spontaneously play music. "There will be a few missip puzzues," confides Hrogam. "For example, at a certain moment, the king will ask the hero to create a song for him, and the player will have to pits, the will be highly gove according to your performance." For this reason, Resettler a satualy compatible with the Gottler a satualy compatible with the Gottler

Freaks controller (used for the rhythm

action game of the same name). In Japan,

where these games are very popular this

At some points in the game, you may be asked to play a song. Then, you can actually whip out the Guitar Freaks controller and improvise

## "Imagine you take the fighters from Tekken 3 and you use them in an RPG"

will no doubt be a welcome addition; players who find all of these musical mri-games and perform well will be rewarded with rare items. While we still expect the min-games to be in a US release, players will probably just have to use the dual shock. Of course, since this is on PS2, the

world is amazing to run around in "As you can see," points out Hirogami, "we are able to display many houses and characters on the same screen, and experting is morning in realizms. Until now, it was unthinitable to put 10 polygonal characters on the screen at once." Timic that's impressive Each of these characters ranges between 2,000 3,000 polys, "magine you take the

fighters from Tekken 3 and you use them in RPG," says Hirogami by way of comparison, although his characters have their own unique look and feet. "People often tell me that Reseder features figurines in motion," Horigami says. "I found that cool — I don't want my game to look to realistic."

so obe confeasor.

So, while Square libors on FFX, and other companies are sorambing to put together a next-generation RPK, forami looks like it will be on trade to deliver an exching new oppenence Just morths after hunch. Let's hope that the musical theme and different feel don't keep Konard from releasing this game in the States.

Christophe Kapotani and Blake Fischer



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## → Milestones

Next Generation's monthly update on tomorrow's games



## TONY HAWK'S PRO SKATER 2



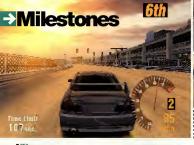


The premier seaseourous mancers returns to its original place or a second go-round. While the action should remain the same, a kater now has ten different skills, including lip balance and hang ti xpect the Hawk to soar on these half-pipes this fall





Every platform has some exciting titles coming this spring Want to see more of PlayStation2? Check out the elegant beauty of Fantavision and the screenshots-don't-do-it-justice Akkyou Socrer, Oh. yeah - a little game called Gran Turismo 2000 is in here, too. Vamoire: The Masquerade for PC just keens looking better and better Torry Hawk's Pro Skater 2 is on its way to PSX. and N64 import enthusiasts can see how it all began with Brohazard Zero. Lastly, Dreamcast owners will catch a glimpse of two titles with undersea themes: Deep Righter and Ecco The Dolphin.







## **GRAN TURISMO 2000**







# STRIDER 2









## **BIOHAZARD ZERO**









## **VAMPIRE:** THE MASQUERADE REDEMPTION





Np in late Q2

## → Milestones





# SPIDER-MAN



## FANTAVISION







## **ECCO THE DOLPHIN**

## **EPISODE ONE: RACER**











## **IKKYOU WORLD SOCCER 2000**







## **DEMOLITION RACER:** NO EXIT





racing title for a summer release date. This version sports 12 different tracks (two new for DC)

# **TEST DRIVE CYCLES**





■ The first Test Orive title to feature mos rowles will bit the scene full theortie this sur our chance to grab that Harley, BMW, or Bimota you could never afford in real life and drive it



## → Milestones

## **GROUND CONTROL**













loger Massive Entertainment's debut title looks to broa the RTS market with an emphasis on action, an X-Files influence story, and easy-to-pick-up gameplay that doesn't sacrifice tactioth. Sierra hopes to have it on shelves by late spring

## **DARK REIGN 2**







## **GRADIUS III & IV**







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## PlayStation2 Review

#### **Demonstrable Hardware Power**

PlayStation2 is clearly a superior system, as the hardware demos and names such as Dark Cloud (displayed at the PlayStation Festival) have shown. Unfortunately, the launch library is plagued by a lack of anti-aliasing and filtering, making edges look pixelated, and textures sometimes seem to swim. Insiders have assured us that these are software - not hardware — problems, and in fact Snowboard SuperX (see page 37) has already shown that to be true. Still, based on the launch lineup, it see

that PlayStation2 is proving as difficult to program for as feared, and all the power in the world means nothing if developers cannot tap into it. PlayStation2 software already looks better than Dreamcast software, sure, but not by the leaps and

ounds Sony tried to lead us to expect. NextGen★★★★☆

October 2000 (US) Ongin: RAM: Sales: 1,000,000+ (Japan) Retail price: V38.000

TECH SPECS AT A GLANCE: 120-bit "Emotion Engine" © 294.912 = GPU

■ RAM ME VRAM emb edded on chip - DRAM 32MB direct Orlans: DVD-ROM (4X) CD-BOM (94Y) DVD-movie com

Sound chip, 46 I 2MB audio RAM nory card slots, two USB po-Lilek (IEE1294) PCMCIA slot (byse III)

#### Current Software Library

No one should ever judge a system by its lapanese Race for PlayStation, or Godzilla for Dreamcast? That said, with only a few exceptions (Ridge Racer, basically), the initial lineup of lapanese software seems very weak. Briefly delayed titles such as Tekken Tax. Dark Cloud, and GT2000 will help, but if you're considering Importing a system, you may want to think again: By the time consistently good software comes out in Japan, the US system should be on shelves. As it stands now, there isn't

much to recommend in the Japanese library. E Next Gen ★ ★☆☆☆

#### Future Software Prognosis

Here's where things get good: everyone, and we mean everyone (with the except of Seva, Microsoft, and Nintendo), is developing for PlayStation2. Even if the system were no more powerful than Dreamcast, the sheer volume of development means that there is point to be incredible software on PlayStation2, even if the current lapanese library doesn't bear that out yet.

NextGen ★★★★☆

#### **Overall Future Prognosis**

PlayStation2 is here, and while it's clearly an amazing system, it is not, out of the page, the world-destroyer that Sony promised. Instead, much as we predicted, late-in-the-cycle firstgeneration Dreamcast software is more than competitive with the system. Will PlayStation2. succeed! It's almost impossible to conceive that it won't, especially given the software that we know is coming for the system, and its already-immense installed base in Japan. - The Next Generation staff

ENextGen \*\*\*\*

Final score: \*\*\*\*

BOTTOM LINE: PlayStation2 is here, and it's great. But it's not so great that there isn't room for other competitors.

### Revisiting the classics

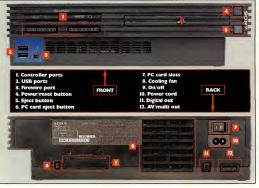
One of the controversial features of PS2 is its backwards compatibility with PSX software (not every game works), PS2 can also enhance many of your old games by smoothing out the rough textures and Improving load times. For example. Tenchu's textures have been smoothed by PS2 (far right); compare this with how they look on the origina PlayStation (right)

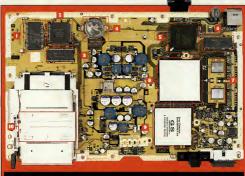




## **Getting to know your PlayStation2**







#### Inside PlayStation2 — the motherboard

- I. Operating System (BIOS)

  2. SPU2 Sound processor
- 6. 2MB SDRAM
- 3. 2MB Audio RAM
- 4. Battery

- 5. I/O processor
- 7. 32MB RDRAM
- 8. Emotion Engine
- 9. Graphics synthesizer
- 10. PC card slot



#### **DVD** drive

The 4X DVD drive features a front-loading tray and can read CDs approximately IZX faster than the PlayStation's CD-ROM drive. Some PSX games can even take advantage of the new drive to decrease load times.



sink, which rests on top of the main board and a fan to help blow hot air out the back of the system. The system hasn't been out

of the system. The system hasn't been out long enough, so it's hard to determine if these measures are enough, but hopefully the era of skipping PlayStation games is over



As with most games in the Ridge Racer franchise, everything this game attempts it accomplishes very well - unfortunately it just esn't try to accomplish very much, it's an awloward experience: the visuals are

simply stunning, the gameplay is

Still, a souped-up R4 is nothing to scoff at, and Namco's high-speed thrill ride is still the most exciting PS2 title on the shelf. At its core, the experience really relies on the rock solid 60fps framerate to Instill a sense of speed, and, man, does the game move fast. If you thought the previous games required some ninja skills to beat, wait until you see this baby move. The easy levels in Ridge Racer 5 are comparable to the other Ridge Racer games, and the hard ones are far tougher than

the overall presentation is top notch, but there's no innovation

in design. Ridge Racer 5 is a

tastes the same - in other

few play-balance tweaks.

stereotypical next-generation

launch title: it's a fancier table

and tablecloth, but the food still

words, a hi-res, 60fps R4 with a

anything you're used to. This is partly due to the speed, and partly because the Al cars (damn them!) seem to be much better at cutting you off than they have been before.

Lucklik the controls have been tweaked to help you out The sights and sounds may be a First of all, and most importantly, neration but the gameplay is mo the analog stick has been tuned

so that it is now the preferred way to play the game. Previously, Ridge Racer was only playable with the digital controller (analog was added to R4, but it was a little too twitchy), but now, due to the sensitivity being tuned down a bit, analog feels very natural. In fact, while many Next Generation staffers initially rejected the analog stick

as a method of plax most have



Yeah, it's fast and it's really pretty but it isn't that different from what you've played before



#### INTERFACE MADNESS

exciting to play through, and that's no easy feat. in fact, the whole feel of the re playing games on some futuristic super-sy-

exclusively switched over. Curiously enough, Ridge Racer 5 also makes use of the analog buttons for the gas and brakes. While it seems like a nice idea, we found that jamming our fingers down on the gas for max speed was a bit tiresome, and we preferred the digital gas pedal. The main problem appeared to be the fact that it's just too hard to distinguish different levels of acceleration with the tiny buttons on the controller. Perhaps this might get better with experience, but at first blush, it seemed

more like a novelty. Of course, it is the game's graphics that really shine. Each track is exquisitely detailed with trees, buildings, and other tiny details like cars that drive on overpasses overhead.



went into the same. Unfortunately, replays are non-interactive.

Unfortunately, due to time constraints (we guess), Ridge Racer 5 really doesn't feature anything new. Besides the fact that all of the tracks are really just variations on two or three designs (with different paths opening and closing), several of the areas featured have been in previous Ridge Racer games, In fact, Sunny Beach is simply the



■ There are five different circuits for you to beat — each with tougher chi and progressively harder opponents

track from the first Ridge Racer. While this helped us out immeasurably in the harder races (after taking out the black Lamborghini in RRI, we can do this track in our sleep), it hardly seems like the kind of thing we would want to shell out \$400 for a new system to own - and that's the real underlying

problem for the whole game. Yeah, it's neat, it's fast, and it's really pretty, but it isn't anything drastically different from what you've played before. Give it an evening or two, in fact, and you've seen pretty much all there is to see. But. for those nights, the ride will be one to remember.



#### NextGen ++++☆

Bottom Line: Like its predecessors, Ridge Racer 5 will initially amaze ou with flashy graphics and a great sense of speed. Unfortunately, there's not a lot of meat underneath the basic shell of the game.

# The truth is, you can beat it

While rivithm sames have yet to reach a high level of acceptance in the States, they continue to collect quarters by the bucketful in Japanese arrades. Thus, it seems only natural that Konami would bring DrumMania to PS2. The premise behind DrumManta couldn't be simpler: the player is charged with banging

thereof) to ■ While the DownMarch control pad may (around \$70), if you want to feel like a real drummer, it's the only way to so. Bonham

out the drum part

(or portions

various songs as adeptly as possible. It's easy to pick up, but nearly impossible to master. It's also quite deep, thanks to the fact that each musical genre forces you to master different skills. The soulful ballad has a slow tempo, but requires lots of combination hits; punk songs tend to



be lightning fast but a bit sloppy; and Big Beat tunes are all about keeping a

quick, extremely precise rhythm. DrumMania's biggest problem is a serious one - it's the epitome of a niche title, and if you aren't excited by the drumming, the game will quickly lose its appeal. Although it's completely in English, the learning curve is steep (unless you happen to actually play drums), and though it's

Not much to look at, but the best goes on

compatible with BeatMania's drum kit controller that novelty can't carry the game. The music is tolerable, but not fantastic, and the only visual stimulus comes from a slide show that runs as you play each song. To be fair, this game is not about flashy effects, but there's nothing here that couldn't be done on any current system. In the future, we expect a lot more from PC2

ENextGen ★★☆☆☆

n Line: DramMana will surely sell by the athons in Japan, but only





■ While DCI may feature a bear y slow the actual fighting do



## Fighter EX 3

isher: Capcom | Developer: Arika

Arika stumbles with this title that doesn't live up to its own legacy

The Street Fighter EX senses has always had its share of problems the graphics have been blocky the animation a little rough, and the backgrounds were just 2D stills. Still, the sense prospered on PlayStation because it was tightly tuned and a whole heck of a lot of fun to play. Now. Street Fighter EX 3 is a good example of what happens when you remove a good deal of the fun from the usual formula - you're stuck with a game that is pretty hard to look at and not

really worth your time to plus it's not like the ideas weren't there. though, because there are some next innovations in this same that could have been great. First of all, battles are now Tag Team so that you can pick two characters at the onset and switch between them at well in mid-first. Also, the Original mode features different kinds of fighting as you work your way to Vega (M. Bison in the States) - I on 3, 2 on 2, and even 2 on 1 (where you





slowdown that occurs during each fight.

special effects were important - and trust us, there are explosions and swiring

colors everywhere in this rame - but it

drags the game down to a crawl for too

often and really damages the way the game feels. This may have been slightly

more excusable had the graphics been

Evidently Anka thought that a lot of

ner list and then use them in the final fight against Vers

actually play two characters at once with The worst problem is the inexcusable amount of slowdown that occurs during each fight



training mode from the PlayStation games is back again too, but it has been enhanced with two characters that you can build from scratch by buying moves with points you earn in each training exercise (sadly this means that training modes for all of the other characters in the game are no longer included). Of course, the four-player mode we taked about last issue might have been great had Sony shipped a multi-tap for PlayStation2.

one controller). The ever-executar

Unfortunately, all the ideas in the world can't make up for lackluster gameplay, and it is here where EX3 is hurting - badly Besides the control feeling a little sloppy, the worst problem top notch, but they're not. The blocky characters of the PlayStation games may be gone, but the new rounded characters don't look much better - and their faces are actually kind of creepy We'll give Arika the benefit of the doubt and say that there just wasn't time to polish this game and make it good, but that doesn't affect the rating - or the serious issues that need to be fixed if this game is going to come over to the US.

 NextGen ★★☆☆☆ This game just looks and plays rough. Chalk it up as yet



■ Publisher: Koei ■ Developen Koei

### The best samurai game you won't understand

An intriguing synthesis of FMV and realtime action. Kessen is a deeply absorbing turn-based war simulation. Opening with a strong tutorial, gameplay in Kessen is very similar to the forthcoming PC game Shogun, but at its core it's closer to the turn-based hex-playfields of Panzer General Featuring constant sequeing between FMV and scenes created by the game engine, you follow a storyline centered on the

Tokugawa Shogunate. Based on the tactical warfare of the 17th century, efficient troop

manipulation of the various warrior types, each having distinct roles and attacks, as you pursue the objectives preset before each battle. Once you've given your troops their orders, the game switches from the overhead "map" screen to a zoomed-in view at ground level. Here, you're treated to some very pretty realtime combat animations. calling into action some of PS2's graphical finery - particle effects in particular Some of the animation looks wooden, but the emphasis here was always on getting realistic rather than the Individual

combatants. And with the ability to iumo between commanders at will and to get a soldler's-eye-view of the fighting, Kessen does much to

convey the scale, and confusion, of this kind of warfare. But this kind of game tends to be text-heavy, and Kessen is no exception. Along with the copious storytelling segments, there are

frequent face-to-face tactical discussions that are subtitled. Unless you're extremely proficient at

NextGen ★★★★☆

m Line: A sophisticated and empyable simulation that bodes well for



reading and understanding the Japanese language, we recommend that you wait for the US release of the game. It will all make a lot more

#### control and strategic movement are "herding" All for the troops' horses pivotal. Success demands careful **Eternal Ring**

#### It does look like it's been around for a while... Tower on PlayStation. The results are pretty similar as well: plod through

■ Publisher: From Software ■ Developer: From Software

Eternal Ring is based on a promising concept; on a mission for the King, you must solve the mystery of a set of elemental rings scattered across the aptly named bland of No Return.

Taking place in first-person view all of the action that happens in Eternal Aing does so in realtime, This means that you'll be strafing and sticing polygonal enemies in a 3D emonoment — no holds barred. If this formula sounds familiar it's because it is. Developer from Software was also responsible for the similar titles Kine's Field and Shadow durgeon, slash at enemies, look up and down, strafe left and right, exit dungeon to town - without the benefit of a run button. While this pattern may sound boring to those accustomed to more console-type RPGs with turn-based systems and third-person views, there is something to be said for using a little skill to outwit a highly mobile enemy. Add to this an intriguing elemental combo system in which you're able to fashion rings and spells and an internal clock that dictates day and night, and

Eternal Ring does have some merit Unfortunately, it's a real drag. Rumored to be rushed for launch. the end product shows all the telltale signs of an unfinished game. Visually, Firmal Ring lacks any true showcase sheen, with enemies and environments simply being high-

resolution texture models of their

PlayStation equivalents. Characters In town are equally unimpressive, with very rough animations and a lack of NextGen ★★☆☆☆

A clock in Eternal Ring helps time to

pass from day to night. elped the gameplay in the same fashion

expressive features. As a painfully obvious first-generation title, we don't expect to see Eternal Ring on any US release charts for PS2, and perhaps it's better that way.

m Lines Running King's Field on Bleem) is a lot cheaper and produces



# Stepping Selection Publisher: jaleco Developer: jaleco

but it's just not as fun.

Can't dance? No problem

Japan's fascination with music games continues as arcades are filled with rows of BeatMania and Dance Dance Revolution machines. Jaleco now attempts to cash in with a straightforward dancing game of its own for PlayStation2.

As colored feet scroll past a certain point on the screen, you have to step on the appropriate area of the dance pad, using the correct foot, it sounds simple, but when the tempo increases, so does the difficulty. You don't have to fork out the extra money for the dance pad, as the standard controller works -

Obviously, the music is important, and Stenning Selection delivers with a greater variety of songs than you could possibly imagine. From Ghostbusters and Neverending Story to Girls Just Want To Have Fun and Footloose, you'll find some classic American hits (some covered) along with some popular lananese I-pop

dance hits. There's really something here for everyone The only real negative is the fact that most of videos that accompany the music either don't showcase the

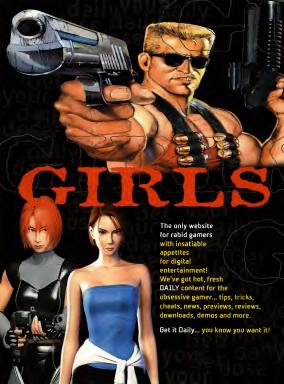
actual bands or are severely edited In one form or another it's just not as fun dancing to a song when all you see on-screen are a bunch of random girls running around and trying to look cute. (Well, that's OK sometimes.) To its benefit, Stepping Selection does feature a rather intuitive interface that can be navigated rather defily through the tracks, and even some contemporary dance pad. There's also very little lapanese text to be found so US

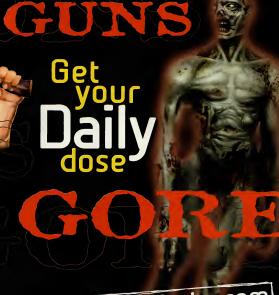
NextGen★★★☆☆



gamers will have no problem playing through the game as long as they have a good sense of rhythm and two nimble feet.

net. If you spent the big bucks and bought an import PlayStation2,





www.DailyRadar.com



# **⇒Finals**

Although Dreamcast gets the scariest (and best) Resident Evil game yet, PlayStation shows it's still got the goods



Legacy of Kaln: Soul Re-





## Resident Evil: Code Veronica

Oh, the horror! The evil just keeps getting better



suld be the case - unless eme is as truly amazing as

by Umbrella Corporation soldiers and taken to Umbrella's island prison far away from civilization. If this sounds like

As Claire, the heroine from ent Evil 2, you begin by

pera, you're partly right lance of the storytelling is such that the game can also be comers (there's even an easy mode to get them started).



#### Nintendo 64 Tony Hawk's Pro Skater

Disney's Tarzan Nuclear Strike 64. Xena: Talisman of Fate



#### gle One: Harrier Attack

Road Rash: Iail Rock the Rink Alumdra 2 Sim Theme Park WWF Smackdown



### ₽PC

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Slaze and Slade Break Nark Boarder Zone

#### The Rating System

Since we're living in a time when even average games are pretty good, we at Next Generation will conti to demand even better Note that a three-star rating is a typical "good" same, so expect to see a lot of them.

\*\*\*\* Revolutionary \*\*\*\* Excellent ★★★☆☆ Good ★★☆☆☆ Fair

\*治治治治 Bad

#### EXAMINE EVERYTHING!

One of the newest image tract code versions return you so on a sestimans everything in the inventory window. Most puzzles can be astaly solved by looking under an itom and finding a key attached to the bottom or rejeming the bristoses to the form and opening the locks. Make sure you're sharps conscious of this as you play through the game and you'll have a much easier time.

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As Claire, you need to escape, and luckily, a strange man helps you out of your cell and you're then free to explore the Island. And even though you're outnumbered 100-to-1 by fiesheating zombles and other aggressive, carnivorous beasts, your situation is far from hopeless because — natu you've got guns. Lots and lots of guns.

Unlike RE3, however, ammo Is limited, so you'll still need to avoid some fights with the undead instead of just taking them all head-on, Mood is still the king, though, and whether you're armed or not, the oppressive nature of the game always keeps you on edge Thankfully, the designers have finally done away with the constant barrage of things jumping out at you, and the plot is revealed in such a way that the ominous tension ultimately III Sometimes it's just better to avoid an e

just builds and builds until you are crawling out of your skin ("Did that bodybag just move!?").

Visually the game has taken a cinematography lesson from the Dino Crisis school of moving cameras, and now, an int camera always seems to be in the right place at the right time. The best part is that since the game is on Dreamcast, the backgrounds still have the same amount of detail as their prerendered PlayStation cousins, and the overall effect is a simply aggering world of dark vays and horrifically realized terrors. Combine these sights with the usual love-it-or-hate-it Resident Evil control scheme, and you have the closest thing anybody's seen to a truly interactive movie. Further enhancing the atmosphere are plenty of quick, realtime cinematics that break up the gameplay and help portray the



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story in a more - dare we say it - John Woo fashion. And. as you know, John Woo is good,

good stuff

find out for yourself as you The game is scary, actionspend sleepless night after packed, masterfully told, and beautifully realized. Have we also mentioned that it's incredibly long? Don't expect to blow through the game in just a couple of nights, because it feels there's more meat here than in all three previous games

combined. Just when you think it's winding to a close, it kee going and going and going. Like any masterful story, it constantly ses you with fake climaxes and dénouements, which keeps the pacing fresh and the player gasping for breath. Even after you think you've finally completed the game with Claire, you pick up as her brother Chris,

who is trying to track her down.

sleepless night delving deep into the depths of this masterpiece. Don't be surprised, however, if ter you beat the game, you find yourself going to bed with the lights on. — Bloke Fisch - Bloke Fischer

We've pretty much covered

all of the bases without revealing

much of the game's intricate

storyline - that you'll have to

# Even though the backgrounds are rendered in realtime (with moving meras), they are still just as detailed as those in previous AE games



Bottom Line: The best game yet for Dreamcast - in fact, one of the best games we've seen in the past couple of years.





### Legacy of Kain: Soul Reaver

■ Publisher Eidos ■ Developer Crystal Dynamics



#### Expect to see lots of details here that you missed on PlayStation and PC

Now this is the way to do a Dreamcast port. Eidos has taken the PlayStation/PC version of Kain and given it a wonderful graphics makeover it runs at a solid 60fbs in high res, and all of the character models and textures have been upgraded The result is a visual treat, and you can finally see the effort that went into animating the characters. This is one of the hest action/adventures set on Dreamcast, and it shows off the

setess's canabilities well

However Exios elected not

to change the actual game at all - it still has the word, missingpieces ending of other versions Bdos says this was done so that Soul Reaver 2 will be the same on all platforms, and we can live with that Unfortunately white the port seemed like an ideal time to add an automap, Bidos didn't, so you still have to our up with a lot of backtracking and amless wandering

Still, even if you own the PlayStation version, you may want to rent this anyway As in as 32-bit brethren, the control is smooth and the camera is never a problem. One of the hallmarks of the game was its frequently breathtaking level architecture and art, and Dreamcast lets you see just how - Ovis Charle

they turn right and keep going and you can only change their

direction by laving down arrows.

with several different goals and

there are also variations played

moving mice away from cats and

in realtime in which you hand

deadly trans as curish as you

this together, which makes a

In which you herd mice into

your rocket while keeping them

out of your opponent's, and Chu

Chu is the first game to enable

the Internet using the Dreamcast

lag, but for this game at least, it's

not a problem - Jeff Lundrigen

modem - there's a noticeable

play against other people over

great party game.

can. Up to four blavers can do

There's also a Versus mode,

methods of play The singleplayer mode starts with

with the control pad There are 75 puzzle boards,

#### NextGen ★★★★☆

Bottom Line: The best things about the game out better, and while the bad things about it didn't, this is still an excellent port.

Chu Chu Rocket ■ Publisher, Sega ■ Developer: Sega/Sonic Team



Chy Chu Rocket turns out to be a taszy little action/ouzzle game it's easy to learn, offers dozens of variations, and you can play with multiple friends.

The graphics are simple, but this doesn't need anything fancy it's played on a checkerboard grid, and the idea is to keep these little vibrating mice (the "Chu Chus" of the title) away from the big yellow cats and herd them safely into their getaway rocket. Both the mice and the cats walk in straight lines until they hit an obstacle, then

### NextGen★★★★☆

Bottom Line: This is a terrific little puzzler every Dreamcast owner should have

# Sega GT Homologation Special

It's just like Gran Turismo 2, only prettier and without the bugs



answer to Somy's Gran Turismo. It features e same bevy of fast

cetracks and the same The game's set-up is

embarrassingly!) similar to rs, tracks, and events that can be vastly expanded and won races. Where this car handling. At first the vehicles seem every bit as tchy as in Gran Tur

liarize you with a very

rottle and brakes, Soon almost every vehicle will ond accurately to you

itzing the cars is an art in itself - engines can be it's even possible to shave weight off the car in a good nole of one-upmanship ous engine, body, and chassis classes. Like Gran

Turismo, cars can be earned

plenty of quick and dirty cade-style options

including a two-player spill sepower admirably. The de to do with gamepla the sound. The appalling blend of J-pop and metal retching, and the engine nds, while accurate and convincing, don't vary much between differen

- Frank O'Como

sold, so cash reserves do play an Important role

about the graphics. The

think) eschew the brassy

look, and the tracks and

glare of Gran Turismo for a

icial effects are beyond

#### ENextGen \*\*\*\*

tiom Line: Reviewing this seems to come down to making operisons with Gran Turismo, and that's unfortunate, becau on its own merits, Sega GT Homologation Special is sturning.

## **Industrial Spy:** Operation Espionage

### Mission Impossible meets Lemmings

More often than not, success

er until you figure out the

playing a mission over and

right sequence of events Starting the wrong agent at



Ironically, the most disappointing thing about Industrial Spy is that re's actually a very interesting and different rneath it all. You run a of ten operatives, each th their own sets of skills. take contracts on nents (stealing mple). You choose a appropriate skills, and them into the field. ctly; instead, you issue s, and each of them can work independently ng to beh

this nevertheless has a a bit like directing a highcaper movie like on: Impossible or The nas Crown Affair, More n than not, the missions n't go as smoothly as ick thinking and a omewhat different set uzzle-solving skills than

though a bit passive

rameters you set

The problem is that this isn't very well balanced, and ne learning curve is very very steep. After a quick basically cut adrift, and the nearly impenetrable manual esn't help much either

can mean quick failure, but almost as often you can nearly complete the assignment, only to close a or or flip a switch and unwittingly trap everyone in wrong area of the iding. Also, while every sion comes with a map of the layout, the maps are often confusing, and the agents' pathfinding often makes odd choices gettis om point A to point B

Industrial Spy isn't bad, by any means. The graphic are good, and many of the out than they first appear makes you look forward to I Spy 2, when hopefully they've worked out all the - leff Lundrieur





replay consists of directing agents to a

ENextGen★★★☆☆ tom Line: If you thrive on challenge and have a high

frustration threshold, you'll probably like it a lot. If not...

#### Rayman 2

E Publisher Uhi Seft E Developer Uhi Seft



stickest gameplay - and absolutely the prettiest graphics - of any piatform rame to date We reviewed the Nintendo 64 version of the third-person.

platformer in NG 01/00, and as we said then this is one were nice game indeed. The original Rayman never quite got the recognition it deserved, and hopefuly this second installment will rectify that oversight. Simply put, Rayman 2 is

terrific. The control is slick and intuitive, the level design is thoughtful and intelligent, and the difficulty ramps up just crough over time to keep things challenging without ever getting frustrating Moreover if the graphics in the N64 version were very pretty

Indeed the Differencest version is just stry of jaw-dropping There are times playing Rayman 2 when you have to stop running around and take a long moment just to appreciate the scenery it's really that beautiful. This is are ably one of the hest-looking

games ever created, and that alone nearly makes it worth the purchase price. The only thing that keeps this

from five stars is that there's very little that's new or original in the gameolac which, although it may take only the best ideas from the many platformers that have come before it, never really offers anything completely new However that also has the effect of making the game completely accessible, to gamers of any age

To see these gues trading

unless you're playing an officially

sanctioned "death match," and

armbars is the saddest thing in the world. There is nothing

hardcore about this title there's no way to grab a weapon

- jeff Lundrigan

#### NextGen ★★★☆☆ om Line: Just go out and buy it. You won't be disappointed

#### ECW: Hardcore Revolution

or skill

m 60'44 Mandages Record not extreme - heck, it's not even remotely mod The third rehash of the WWF

Warzone/Attitude engine has landed on Dreamcast with no class and even less ambition. Dubbed ECW, Hardcore Revolution, the title is nothing more than a pathetic attempt to shoehorn an Extreme Championship Wrestling license into an existing engine and make a hirty For those of you who may not know, ECW is the smaller federation out of Philadelphia that was largely responsible for bringing hardcore wrestling to the

mainstream and revealed

the Dudleys to the world

the attempt at a barbed wire match just made us giggle. Sure, there are a ton of modes, but they're all boring, and throwing in the same bred grappling system we hated in Warzone and Attitude doesn't help Already out on N64 and PSX, it's ameging how much more Insulting the game is when seen

on Sega's wonder machine. No attempt has been made to enhance it besides cleaning up the textures a bit. The wrestlers emotionless drones, the commentators still constantly repeat themselves every two seconds, and the graphics are pathetic This is the platform of Soul Calibur and Code Veronica there's no excuse for a same to Innir this hart - Danier Erickson

#### NextGen ★☆☆☆☆

m Lines A blatant insult to the intelligence of wrestling fans and Dreamcast owners.

## → Finals 🖍

#### Nuclear Strike 64

o 64 ■ Publisher: THQ ■ Developer: Pacific Coast Power and Light



great ported to Nintendo 64 THQ has brought EAs venerable Strike series to N64 for the first time and has done a solid job porting it. You're part of Strike Team, an anti-terrorist unit on the trail of Colonel LeMonde, a bad guy with a nudear weapon. The same's story is perfectly

Nuclear Strike is easily the best of the senes You control 15 different vehicles including an Apache helicopter, a Harrier, tanks, and hovercraft. Gameplay is mission based, and each level starts off with a clear objective. As you obtain new objectives new prorities develop throughout each mission

Control is dead on The N64 linear but it's compelling and complements the sameplay controller is perfect for banding any of the craft in the same. Developer Pacific Coast Power and Light also did a great job with the graphics. The framerate is very high, and although the terrain is a bit blurry enemy craft such as tanks - and even human characters like the

friendly spy Naia - are all very

- Birli Sanchez

#### NextGen★★★★☆

Bottom Line: Small faws keep this from being perfect - target colors on the map can be confusing, for example - but everall. Muclear Strike is a solid action game with a lot of variety and great alsy mechanics.

#### Disney's Tarzan

but at least Dimer's Targer

With the N64 version of

a page from the Crash

movie license game

ps the quality high and the

Tarzan, Disney interactive takes

Bandicoot school of platform

made, if in no way innovative

gaming and delivers a well

Publisher. Disney Interactive III Developer Eurocom Interactive There's no mine cart level, but everything else is here. The fruit to pick up, vine swinging and eoconut tossine salore just to mix things up a bit,

traditional side-scrolling platform levels all sport branching paths. there's also the "Tarzan running toward you" perspective. Gamepley itself is great fun, as all the levels are well designed and very challenging, even for

The character aromation is also striding. Obviously the same's Tarzan ign't as detailed as the film's, but his motion looks just like it came straight out of the move. The sound effects are good, but the music may drive you insane. At best it sounds like the MDI music that graced SNES, fortunately you can turn it off - Rick Sanchez

expert players

#### NextGen ★★★☆☆

Bottom Line: Disney Interactive borrowed the best platform gaming tricks and put them together in one package. While there's nothing new or original in Disney's Tarzan, it is still a decent game.

#### Xena: Talisman of Fate



Rrawline habes and eads should be more interesting

Fighting games haven't fared well on N64, and Xene Talsman of fate actually comes off inniving better than it is only because its competition is so much worse. It offers eleven characters from the show, including Xena and gall pal Gabrielle, their arch enemies Callisto and Area and various

others, along with an original Also, while the four-player mode bass. In fairness, the game's best is something to applaud, the feature is its character graphics. camera has real trouble keeping which accurately re-create bow un At times characters din ther're depicted on the show completely off the screen Lastly it's a cliché to say

(or were at one time, anyway). Beyond the looks, however, there are problems. The controls are easy enough to pick up and generally serviceable, but aren't as snappy as they could be and the selection of moves is tirry by

this uses character designs that are a couple of seasons old, and the brawline remediay simply doesn't fit some of them at all moriem fielding-game standards (Rie, oh, joxer) - jeff Lundrigan

"Fans of the show will like it."

#### ■NextGen ★★☆☆☆

Bottom Line: Not a bad fighting game, hampered by slopp mechanics, which uses its license either well or hadly depending on your level of tandom

# Tony Hawk's Pro Skater

Still just skating perfection



■ The animation in the N64 build is substantially amouther than the PlayStation version



to say about Tony
Hawk's Pro Skater\* in NG II/99, the PlayStation version notified, nosegrind and benihans'd its way to ing five tapes, err. tars. Now it's come to N64 its glory fully into

Competition skate coarding doesn't come turally to videogaming, at you first insert the cartridge. su'il likely wander around repeatedly and eventus running out of time. You'll undtrack, but you'll be and maybe that's true. However,

the ram Then you'll land your first trick off the half-pipe, and nothing will ever be the

layout is far too cramped making it just a little too together. Also, except for the expected grap the-cart move list, the game is a virtual clone of featuring the exact same selection of skaters and thrown in for the MAA mer Luckity, this build retained the original's great camerawork, and that keeps you playing \*one more game" until 4 a.m You may not actually be Tony Hawk, but this game

lets you see what it feels

the N64 controller butt

#### ENextGen \*\*\*\*

Bottom Line: A creat translation that takes a mild nance hit from the NG4 controller. Still, every NG4 owner should consider buying this one-ot-a-kind title.

## → Finals 4





■ PlayStatic

# Syphon Filter 2

## ■ Publisher: SCEA ■ Developer: Eldette Back with more head shots

The original Syphin Filter took us all a bit by surprise, coming pretty much out of nowhere, yet proving to be one of the

original Syphibi filter
t us all a bit by surprise,
ting pretty much out of
original haid, and more.

this sequel offers everything the original had, and more. Picking up almost exactly where the original left off, Spahon filter 2 finds Gabe Logan and Lian Xing being framed for crimes they didn't commit Worse, Lian has been infected with



best action/adventure titles of last

year. The graphics engine was solid,

the characters and story were well

developed, and the action was spot-



DEATHMATCH!

FOR TITINGS VETE:

The other fallows "playor filter" 2 offers that the original didn't is a two-playor spill
cross Dealmantch mode. However, given that much of the jampalyer during the
clotten assumed to the one-playor game basically enrolles according objects
prouded a corner and linking up that portices band and; (whech falls industry), it mideas
prouded a corner and linking up that portices band and; (whech falls industry), it mideas
in multipleyer mode absorbings to be least. These are not the free for all
belonging spress of a Qualat, or when a Qualifornity's intenset, larger as all a Storey
largers and a Qualat, or when a Contemply intenset, larger as all a storey but
they are now and original and somethat ment intense.

the Syphon filter virus, and is slowly öying. The story alternates between Gabe and Lian, and the range of different mission objectives is staggering as the plotline wanders the

gibe from the floorly Houseains diedeep inside a sevent flushin pain; The voice acting is mostly excellent. When the the theritality and docset? He go, Abore excepting and docset? He go, Abore excepting lads, this is just an aircondity well dissigned game, with puzzless so making length and the action that you don't corn realizemont of them are guides. For exemple, I can need to inform from a flushing and doctors that through

an incredibly well designed game, with puzzles so madely integrated into the action that you don't own malite most of them are puzzles. For excerpts, Las needs information from a flustian you and chases him through Gordy Park. She needs into allow, which means stauming bitm with a tasse, except the 'armed and will shoot her if she get a close. You get thin you have a supplementable of the park girth, then using might value people for puzzle time on the park light, then using might value people for

\* |

e action is top notch, rewar frontal assaults and stealth

you can do this because, during the chase, a few of his wild shots knock out some lights. Very nice.

That doesn't mean it's all perfect. That is to the very high level of difficulty, you wind up playing through certain sections over and over, which does get frustrating and repetitive. And while some levels have plenty of consistent points, too many of the lister ones don't seem to have nearly secouth. — Intl' functions.

#### ENextGen★★★★☆

Bottom Line: If you don't mind a serious challenge, this game will reward your persistence with nail-biting action, excellent graphics, and a well told, memorable story.

## **⇒Finals ♣**

## Eagle One: Harrier Attack

Publisher Infogrames # Developer Glass Chost



In this latest arcade-style combat fight sim for PlayStation, Infogrames' Eagle One, Harner Attack delivers senous seat-of-your-parts flying action. After a terrorist organization detonates an electro-magnetic pulse over Hawaii the president sends in an elite strike team to bring

them down Eagle One's strength is variety There are five different graft to prior, including a VTOL Harner lumpet, an FI6 Falcon. an Alii Warthog, a Raven Stealth let, and a rescue helicopter Each aircraft has unique strengths to apply to the 25 different missions in the game, which range from ground-

based strikes to air-to-air sorties. Faels One manages to stay fresh from mission to mission, in part because of the number of craft you can fly, but also in part because the physics are sust real enough to keep the game challenging Explosions and smoke

effects are used in abundance to falter no matter how many opponents are on screen at any gven time. Multiplayer piloting is also available in split-screen cooperative or doglight - Rick Sanchez modes.

## Rock the Rink

When the ice is a-rockin'



#### NextGen ★★★★☆

Bottom Line: With Earle One: Harrier Attack, Inforcement and Glass Ghost have developed a well-rounded action title that will keep you glued to your game pad, even if you're not a flight-sim buff,

#### Road Rash: Jailbreak

blisher: Electronic Arts # Daveloper Electronic Arts



Ugly, ugly graphics and to

Road Rash: Jailbreak is one of those games that might have sold PlayStations when it first hit the market five years ago However, technology has progressed, and racing titles like Gran Turismo have pushed the PlayStation far past what even the most omical gamers thought

possible. Unfortunatelic (elibresic is a game stuck in yesteryear in almost every conceivable way The graphics are grungy and poelated, character animations are stilted, and, although the

completely Eremies are cooklecutter cloner, and the tracks bear more than a striking cosmetic differences The rules of collision are arbitrary; bikers can smash through a stop sign with impunity only to collide with a shrub as if it were a heirs wall. The story is equally preposterous, how winning a series of races is going to facilitate breaking a gang leader out of prison is beyond us.

bikes handle well, actually

attack is another story

managing to connect with an

creative (two players share a blice and sidecar and raise hell together), and this alone gives the title some tiny amount of ment, though just barely if you're in the mood for console automotive combat, look to the original Tiested Metal or Visiante 8. - Doug Trueman

NextGen★★☆☆☆

m Line: The original 16-bit game is still the best.

in the tradition of such over the top, go-forke action-sports games as NBA fam and NFL Biles rees, all penalties, every e, and any semblance of ortsmanship. Instead, the madman and annihilate your ent with a mbination of flashy moves

it isn't just that the cor is pretty smooth (it is), or that the graphics are clean hey are), or even that the m is fierce (hells fierce). but the whole package

nes together beautifully To begin with, although ou can certainly go for th manic slap shots as the mmel opponents with ine-cracking body checks, demeath it all hums a perfectly tuned (if slightly looed down) hock ne engine. This will feel

of EA Sports' NHL series But of course, it's the body checks and wild action that are the real draw. As in jum and Blitz, everything is geared towards keeping the ams are reduced to the um number of players

ry comfortable to any fan



to keep the essence of the sports in this case, three plus a goalle. There are no periods and no time limits (you play to a set score), but there is an hold onto the puck too long, and your players are sent

ng to the ice. Body checks range from simply dumping an oppo on his face, to flipping him over your back, to slamming him through the glass. Plus resemble either particularly

with ridiculous ease "Biff" word balloons), and for a few seconds after a goal, the ice erupts in a free-for-all of players nming into one another And even the voiceover commentary is great, with a

rough professional wrestling or mild Mortal Kombat take

your pick. Fights break out

dry if electually sadistic ivery and a seemingly ndless string of one-liners Good stuff. — Juff Lundrigan

ENextGen ★★★★☆

Bottom Line: One of the rare "extreme" sports parodies that

offers as much depth as laughs

# Alundra 2

It's the game for everyone who thought Zelda 64 lacked humor or character



The graphics are delicious, the control is responsive well-designed action puzzles, and you've got a winner

passed through

The original Akandra was a bix, beautiful PG from Matrix, a company Landstalker for Genesis and Dark Savior for Saturn, If ou're familiar with these home in the world of ndra 2, which brings tric's famous puzzle-

chanics into full 3D While some purists might complain about the move to 3D, there's really no reason to. The graphics e as lush and lovely as you could possibly ask for on Station, and the fla steable camera means it's very rare you're left without at least one useful wpoint. The characters

e nicely realized, if a little oad and cartoonish. The structure, in fact, is very much like Zelda 64, th the main hero, Flint, ning, jumping, and ting his way through lous woods and dungeons, jumping on s to open doc

one annoying factor is that Still, there's a fair ome obstacles can only be mt of variety to the overcome after gaining gameplay, with platform tain powers or special items, so there is a certain ount of backtracking ni-names (there's even a involved purely to open that mine cart level -- realty). If est in an airea the game itself is fairly linear, at least that keeps

brisk pace. - Jeff Lundrigge



#### ENextGen ★★★★☆

■ There's even a musical number — ya gotta love that Bottom Line: A pretty standard RPG story gussied up with well-designed action puzzles, terrific graphics, and a huge world. Very nice.

#### Sim Theme Park

■ Publisheri Bullfrog ■ Developer: Electronic Arts



Take a look at Sim Theme Part

Sim Theroe Park is a PlayStation conversion of a PC title that would be a huse success if it weren't for the vast difference in computing power between modern PCs and the five-year-

old PlayStation. You begin with a plot of land and a dream - to build the ultimate amusement park, You control a wide array of variableswhom to here and train, what attractions to build, the price and quality of the concessions. odds of writing at the same booths, even the speed and duration of the rides If you do

well enough (or borrow enough money), you'll get to design. build, and even ride every theme park's piece de resistance the miler coaster. The problem is that while these variables add malism to

the simulation, the vast amount of number crunching simply crushes the Playstation Tracking the activities of countless little virtual loddles as they eat, ride. spend, and relieve themselves around the park, then animating all this activity slows gameplay to a creed and the framerate sputters to what has to be single digits. Graphics that were breathtaking on PC turn out to be muckly or obseleted on PSX Some of the problems could have been allevated by simplifying things a bit (do we

really need 100 degrees of

variability for how much salt is

on the fries?), because while it's

still a fun game, it just overloads

the system. - Eric Bratcher

#### ■ NextGen ★★☆☆☆

Bottom Line: Although there's nothing else like it on PlayStation, this skuggish, homely, offline version of a great PC title would have been much better suited for the next-generation systems

#### WWF Smackdown

II Publisher: THQ III Developer, Yuke's



the loss of a wrestling career The most antidpated wrestling same in PlayStation history WWF Smackdown takes the out-of-the-ring formula that WCW Marketn attempted and does it right. Matches range over the entire arena, and each area. has its own unique features, weapons, and atmosphere Inc. really a new experience fighting in, for example, the boiler room

or the kitchen. Characters perform moves with simple button combinations that give the game a fast, arcade

feel, reflecting the WAVE's actual pacing However this is also the game's one weak point - the arcade-fike quality makes it seem shallow. There are fewer moves. than Whestle Manks 2000 and the reseas-wrestler mode is awful.

Luckily other modes make up for the lack of death in the grappling system Referee mode allows a third player to be the ref and call the match as honestly (or not) as they wish. and the "I gutt" mode actually has the wrestier grab the mike and stick it in his foe's face so the world hears him surrender It's Smackdown's season

mode however that is its best feature. You can take part in stories (through in-engine out scenes) and build a character up with points earned as you play This addition of role-playing elements adds even more life to a fine same. - Daniel Erickson

#### NextGen ★★★★☆ Bottom Line: While not guite in the same realm as WrestleMansa 2000, this is the best PSX wrestler to date





MAKING YOUR MOVES

ne major difference between Nox and Olablo that's likely to draw some heat is the prement scheme. White most games with an isometric view lot you just click on or character's destination and forget about it, Nox requires you to manually lead your character around the screen. While this avoids potential pathfinding problems and enables you to run down a feeing for with beautiful efficiency it lends itself less well to defensive maneuvering, making it difficult to connect on attacks while running away. We love the control, but it takes a little gotting used to.



# Nox

### It only takes a few hard ones

Nox is not Diablo. Granted, they look like identical twins separated at birth, but when you get into the actual game, there are major differences. The refreshing part is, while derivative, Nox compares quite well.

For example, look at the singleplayer story - there actually is one While Diablo was basically an isometric dungeon crawl, Nox relates an engaging, humorous tale not unlike one of Piers Anthony's Phase novels as read by Bruce Campbell. Each of the three character classes (the Warrior, the trap-laying Wizard, and the monster-charming Conjurer) takes a unique path through the

replay value (although the dungcons are not mapped randomly). Secondly, Nox's environments are more interactive than Diablo's, enabling you to do nifty things like douse fires with virtually every item in a room Nox's multiplayer game steps

completely away from any comparisons to Diable, practically daring players to liken it instead to a first-person shooter Game modes like Arena (deathmatch), Capture the Rag, Elimination, Rag Ball, and even the creative King of the Realm, in which you can only score if a team member wears the crown, will all be immediately accessible to first-person

#### game, which lends it considerable ENextGen ★★★☆☆

Bottom Line: Nox will have a difficult time avoiding the dismissal, "Diable wannabe" (especially with Diable #learning on the horizon), but those who try it will find a solid game that can stand on its own merits.

## Invictus

■ Developer: Quicksilver Software, Inc. Gorgons and harpies and bears ... oh my!

hwictus is a party realtime strategy game with The problem is that it too sely resembles one of the hical characters it tures - Achilles, the guy

The concept of invictus is captivating. The game takes place in the universe of cient Greek mytholo here Athena has picked you (no pressure there) to sett a bet and prove mankind's worth to Poseldon, You choose your heroes from a dection of legendary warriors including Orion you fill out your squad with iic units like minetaus nrades get slaughtered. hydras, skeletons, and swordsmen. Finally, you guide These weaknesses alone frequently turn a wonde

consisting of battle and exploration with the asional puzzle or mission This lays the groundwork

for an incredible game, which is (unfortunately) crippled by poor Al and pathfinding. Units constantly get stuck in passages wide enough to drive a half-track through, and completely lack the sense to manes around one another Units also frequently disregard their aggression settings, instead charging off on their m, repeatedly attacking someone they are supposed to be guarding, or standing dazedly by as their

ur team through a series of concept into a lesson in ration - Eric Bratcher



#### NextGen ★★☆☆☆

ottom Line: This is a brilliant idea for a game, but until the characters learn to walk and follow orders, don't buy

#### **Break Neck**

Break Neck is an aptly named racing this that tries to be all things to all gamers. The developers at Synetic have crammed almost every simmick imaginable onto a single disc. You can choose to compete in time trials, blow other players sky blob with scores of weapons, chase each other in a assinst seven CPU-controlled rars. There's also even a complex RPG mode where you his rest and repair the appropriate vehicles and even sign sponsorship agreements and racine contracts

Once you've decided where and when you're going to race. you've also got a panoply of

#### ■ Platform: PC ■ Publisher: \$ eak Interactive B Developer Synetic - The Fun Factor

vehicles- classic cars, Formula-1 racers, monster trucks, big rigs, school buses, sports cars, and even 250cc superkarts, Gamers who aren't interested in the DDC arounts can load the Arrade mode and bit any of the tracks in seconds

With all these options, you might suspect that Synetic was somed so thin on the various modes that sameplay would suffer as a result, but this is not the case. The tracks absolutely scream by the vehicles handle appropriately, and the Al drivers will go out of their way to

Bottom Lines: A summiscoly well made and full-featured racer.



prevent you from passing Multiplayer modes are available over LAN and modern, just in case you tire of leaving the All in the dust - Doug Trueman

NextGen ★★★★☆

#### **Boarder Zone** ■ Platform: PC ■ Publisher: Infogrames ■ Developer: House

Snowboarding games have been given a burn rap lately and for good reason. They seem to all defy decent gamentar regardless. of which system they appear on So how does Housemanuels latest tota firm? Wall Tox s boarder who came out of a 340 a little too early and causht an edge, the developers fell just short of landing a beginne.

There's a moderate collection of tricks and tracks that can be done on the three without hills. time thats, races, air competitions, and hilf-olde courses are all present. The graphics are sorseous, you can choose from broad daylight, snowfall, surget, and night-time settings. Glowing flares even diuminate the

Linfortunately a trio of minor annoyances mars the title: a sketchy physics envire. Joose control, and brutal Al. Even the slobtest contact with a rock will send you crashing down the hall. guly that restarting is the only

and it's possible to become so. mired against a tree or caught in a solution. The steering is tight for the most part, but the jumping and trick scheme is counter intuitive. Pressing the jump button transforms all basic controller movements into commands for a mid-air trick, even before leaving the ground Not surprisingly simple another star - Doug Trueman NextGen ★★★☆☆



tricks like a nose grab can be accidentally interpreted as a hils - fill once and all is lost. It's a shame, really if Housemarque had spent more time tweaking this, it would have easily earned

#### landscape if you don't have the Bottom Line: A strong title, but not what it could have been.

#### Blaze & Blade ■ Platform: PC ■ Publisher, THQ ■ Developer T&E Soft

Ugh The only decent part of Staze & Stade is the initial character creation process. which is necely comprehensive even down to choosing a character's mode of speech (friendly impulsive, etc.).

Unfortunately then you have to start "playing" the "same," a homble mess of a real-time RPG bargain-bin title out of last place. This is a lapanese PlanStation title ported to PC, and even with barriware acceleration (spicker) game, not a PC title There's no single file, and since magic users default to hand-to-hand rather than magic (a problem made

worse by a crippled spell-casting interface), combat consists of you trying to loop around an enemy so somebody anybody. actually takes a swing at them On top of this, the game

requires you to manually nick up expenence points before they exporate You have to exit the game and self items from one character to another because you can't simply trade. Unlike any other PC rame, you can only And would you believe the escape key is actually assigned a

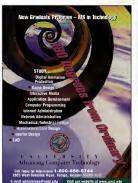
Next Gen #rdndndndnd



254-color palette

This would have been a pathetic PlayStation title even at (worch What the hell is it doze bem for DC1 - Inc Britisher

#### Bottom Line: This is grap in a box. If you get this "game" as a grit, throw it away --- even Goodwill probably won't take it.







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## Take a minute to appreciate just how many games have come out in the last three years

Welcome to the Gamer's Guide, your insanely popular resource to what's worth buying and what's not even worth a glance. Each month, we update the list with every same we've reviewed since the last

time, and cull out older stuff. Which older stuff? Well, mostly bad PC games, but a few first-generation console titles, too. We leave in just about every title that ever got \*\*\*\*\*
though, since they're almost always a good

Hot Wheels Farbo Racing Decisions A46

bet, no matter how old they get. (Although it is worth taking note of which issue it was reviewed in, since time and technology march on, and a game that scored \*\*\* a couple of years aro might only score \*\*\* today.)

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## **→**Letters

#### You have to complain - we have to explain

I like your magazine a lot, your news, previews, etc. But I have to admit I don't like how you rate games. My favoritie game. Final Fantasy VIII, trated only four stars, while Final Fantasy VIII, with somewhat cheap graphics and gameplay rated five stars. Please tell me why you gave the best RPG ever only four stars.

steven.cook@m.ssanpete.k12.ut.us
Glad yau like the magazine,
Steve. Keep in mind, we gove
FFVII five stars when it came
aut. Given the advoncements

in technology and gampajos since, it is highly unlikely it would receive the same score if twee released today. As for Find Fanciasy VIII, we figure you either missed the Octaber issue, were too locy to read the review (fint reviews explain the relian), it was the review (fint reviews explain the relian), it was the review (fint reviews explain the relian), and the review (fint reviews the review). We assume you actually wrote the down letter eliminating the litteracy argument. But in the event that your camprehensian skills.

ore locking, and you relied

#### A decline of third-party support will kill a system; you just don't see it right away

your High School diplamo we'll da you the favor of recapping the review. Let us return to the October '99 issue, page 112, where Jeff Lundrigon writes, "On mony levels this gome is utterly breathtaking, featuring highpolygon - ond ot times startlingly human actars... painstokingly reolized prerendered vistas... in foct the animation here is about the best we've ever seen," Well, that cavers ti graphics - yes, they ore re odvonced thon FFVII, which is o na-brainer os it wos developed afterward anyhow. Agoin, let us return page II2. "While these spells will take your breath away the first ten times, by the fiftieth they're beyond tedious Repetition and analretentive stot managing have been standard RPG fare for a dazen years, but that just meons it's high time for something new, which preferably wauldn't invalve doing ond wotching the same thing over and over The story itself is, for perhops

upon Cliffs Notes to secure

Sa there you have it. The gome affered to much repetition and the stary was a bit locking for our five stor reviewer, who has spent the last dazen years, who has spent the last dazen years playing and reviewing every RPG across every format. If he says it's a faur-star gome, then it is a four-star game. Thus ends the great kino / fantay Vill debate.

the first time ever in this

series, o bit locking."

I love the Art Gallery you guys have added to Next Generation. It is simply beautiful to look at those spectacular images. They are incredible. Do you guys know if you might do a

special on the upcoming movie
Titan A.E2
Avengure@gateway.net

Finnny you should osk. If you check the new section (page 20) this month, you'll see we included some 7than A.E. more stills. However, we'd just as soon would for a gome to be announced and see some in-gome ortwork before cammitting full pages to the imagery, Still, you'll be happy to know we ore ofto in the pracess of callecting mare wandrous art for upcoming Gollery sections.

in response to your article

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don't think that a decline in
the state a decline in
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Rabert Welsh

A decline of third-porty support will kill o system; yau just don't see it right owoy Publishers moke plons to support other, newer systems, and Nintendo has to switch its efforts to campeting with the new technology, meoning Rore and Shigeru Miyomoto get maving an Daiphin projects meoning some N64 title you've never heard of is killed, or is averhauled to become o Dolphin title. We nated in our story that there will be same strong first- and second-porty titles such os Zelda: Majara's Mask, Perfect Dark, Resident Evil Zera, and Conker's Bod Fur

Day caming this year, But

#### The Force wasn't with us

White reading NG 04/00, I document a new Star Warr game (Jed Power Batter) for Physiciation) in the Alpha section, it looked terrorick, but ligent in must be a burn of obla pictures. However, my picture needs it is well an into declared that it couldn't be a 10-20 picture of the picture of

Mike Driscoll

Yes Miles, you cought on error, in fost, the Jed Fource Bottles game is a Profitching miles of Profitching. We spoolsight to you and to Lieconsel for the error in responsible ty your profitching the second of the error in responsible ty your remarkshirply the difference between Level Profitching and Profitching areas we also part of more of the bods with a lightchart, a worse or partly returns some the crief, blamed as for the Rilling his follow and then of the second profitching and the reliable profitching and then of the second pin feel down a langtong them some very high scatifiating and feel down a langtong them some very high scatifiating one feel down a langtong time.



■ Jeal Power Rattles is a PlayStation1 title, despite the error in the April issue that incorrectly labeled it PlayStation2. Our apologies to George Lucas, and o old friend and new president of LucasArts, Simon "Obi Quiet" jeffery

that's only four gomes, and then, well - it's over. We don't foresee any strang triple-A N64 titles for 2001, unless one of the rementioned titles is delayed. While we're onticipating these releases, we like a braad selection of mes, and we don't think it is foir for N64 owners to hove to wolt so lang between solid releases. Imagine a world where the only movies are Stor Wors or Lucos movies, with nothing new to see between Stor Wors or Indiono /ones films — it would get kind of boring, don't you

On page 76 of NG 03/00, you asked the four developers, it shiterator finished in the console business? I car't before you gay; left such a gluring type in — didn't you mean, 'ts legal fenched in the console business? I'm sure it will be even more oblivious by the time this letter gets printed. Shame, shame,

Roger Hunter

On the contrary, Roger as our cover story this month indicates, Sego has a plan to keep the Dreamcast alive well beyond the lounch of PlayStation2. Now aren't you the one who feels silly Dan't worry, we've arranged a consolation prize for you. o free Dreamcast, when you sign up with Segacom.

→ In your April 2000 Issue, you stated in your letters: section: ""What provides backward compatibility in 1952 is to version of Inflyation in Introduce on a chip inside, but Sorry will go only go as far as to say most "games will be compatible in the first place. The possibility of enhancement is zero." Someone should get a thrashing for that one. Didn't your mother tell you never say.

Mike Downing CEO, Net-Turbulence Ent.

Okoy, we agree the thrashing is deserved, but leave our mothers out of it. Sony actually announced that PS2 would enhonce ariginal PlayStation games just days after our little factaid went to

press. We honestly rescorch this staif and try our best to bring you the most current information, but we have almost two months leadtime before the issue appears in print. And accosionally, during that time, Mikey, things change.

I really loved your Videogaming: The Odyssey artide. However, being the nitpicker that I am, I have to point out the few minor errors. Coleco Telstar: The photo that you show is of the Teistar Arcade. The original Telstar was a simple Pong-type game. You also mention in the article that the Telstar (Arcade) was "quite similar to Ralph Baer's original Odyssey prototype" due to the light gun. Ralph Baer designed the Telstar Arcade but the original Odyssey also had an optional light gun. The TurboGrafx was really called the TurboGrafx-16, However, the photo you show is of the TurboDuo, I'm sorry that you had to show a photo of the Genesis 2 when it was the original Genesis that was more popular I'm looking forward to the

forthcoming PC article. However, be aware that the photo shows an Atari 800XL and not the groundbreaking 800.

Loonard Herman (Author of Phoenis: The Fall & Rise of Videogames)

Thonk you Leonord. Here ot Next Generation, when we ore corrected, we oppreaded being corrected by the best, and it is well known in clossic goming circles that Mr. Herman's "Bhoenk's ion on of the best works available for reference. For more pictures of clossic systems, we strongly urge you to check out.

http://www.rolentapress.com/ro lenta collection collection.html. By the woy. Leonord, we hote to nitpick, but as af our press time, your site didn't hove o picture of PlayStotion2. Not clossic enough for you yet?



■ The Odyssey 100, courtesy of a Jayson Hill, Beverley, MA

#### Breen is Not Enough



In your article on The World is Not Enough (NG 03/00). Creative Director Randy Breen didn't seem too impressed with PS2. In fact, he goes on to say that the PS2 version will not be displaying more polys than the PC version. He also states that PS2 has been over-typed and that the only

afference between the two versions of The World's New Enough's that the PSQ version will look crapple because of its lower resolution. Can these comments be attributed to the fact that EA is completely incorpeter when it comes to programming for PSQ, or is it that instead of oracing a game engine specifically designed for PSQ that will be provided the programming of the PSQ. EA waxeed out and used the Quise New Engine specifically designed for PSQ to think Randy Breen should be careful of disting the hand that feeds.

anton@cyberbeach.net

Maybe you're being a bit too hard an Rondy Breen and EA. Let's exomine his quote: "I think that there's an expectation that you're oble to display more polys in the PlayStation2. In reolity, I doubt that's going to be true by the time the game ships." Breen's point is that Band is shipping this fall. As EA is developing this game for PC as well, modifying the Quake III engine for PlayStation2 is just a time-saving way of having ne ready for, or shortly after, the US PS2 lounch. Also, given the nature of PC's scaling orchitecture, more powerful 3D cords will be available at that time, making the PC version more competitive. Certainly we expect more graphically from the games being exclusively designed for PS2, but those mes won't be ready until 2001. Considering how well the QIII engine does the Bond environments already (these screenshots prave that), we'd rother see EA put the extra monpower behind better enemy Al and level building, which is what it is doing. Should the PS2 version of The World is Not Enough be delayed until the foil of 2001, however, we'll give you Breen's phone number of EA, and you can call and personally insult him yourself.





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## → Retroview

### May 1989

#### Nintendo reigned, but NES wasn't going to last forever

There was very little doubt as to who controlled the console industry in 1989. With 90% market share, Nintendo was a force to be reckoned with, and with the release of the revolutionary Game Boy and sive videogame rights to Tetris, it ed as if it would only tig

stranglehold in the years to come. A handful of companies, however, saw the aging NES hardware as a vulnerability and attempted to exploit it with the release of new 16-bit hardware. Electronics glant NEC entered the market first with its

TurboGrafX 16 system, a promising new contender with nearly limitless funding or so it appeared. With little er support (mostly due to lackfuster hardware) the system would not survive very long

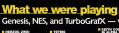
When Sega sent out letters to retailers announcing the release of its Geness system in the US, it began with the words, "Your world will never be the same." However, the



system's release on September I did not cause much of a ripple in the industry Powered by Motorola's 68000 processor, (the same processor used in Apple's Macintosh) Genesis was one of the most powerful systems available. Sega would attempt to gain an audience with the release of several arcade ports, including the popular Altered Beast, but it woull take years for the company to gain the developer support necessary to

challenge Nintendo's dominance.





### Genesis, NES, and TurboGrafX — what more did you need?

HERZOG ZWEI

System: Genesis
Publisher: Techno Sott

Publisher: Nistende

\$332

8160

KEITH COURAGE

■ Publisher: Sunvise

INDIANA JONES AND

■ Publisher: LucasArts

GOLDEN AXE

Publisher: Sega

## **Top Grossing Movie**

of 1989 (in millions, worldwide)

Indiana Jones and the Last Crusade \$494.8 Back to the Future 2 Look Who's Talking

2 3

8

9

Dead Poets Society

Honey, I Shrunk the Kids

The Little Mermaid Ghostbusters 2

Born on the Fourth of July

down on November 9, creating a unified Berlin for the first time

overnight celebrity and free-speech

## ...and in the real world

(The Solonic Verses) that everybody burs but nobody actually reads. Hikhail Gorbachev is named Time magazine's man of the decade.



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## **Backwards**Compatible

This game's title spelled sideways is oxn. Spelled backwards, it's Diablo. Page 102. What do Adam West, Burt Ward, and the characters in this game have in common? Page 100. Imagine our embarrassment. when we learned all these people were actually waiting for Britney Spears tickets, Page 10. There's got to be something Freudian about using the Internet to see who can be the first to coax their vibrating mice into a waiting rocket ship so they can blast off from the planet of armiess sharlefutties, but we'd rather not think about it. Page 96. This sounds fun, but we'd really rather they made a game about Battle of the Network Stars. Page 58. What, was Satan unavailable for endorsement opportunities? Wart 'til Glass joe hears about this. Page 65. Remember on Friends when Monica's boyfriend fought Tank Abbott? Now you, too, can be that stupid. Page 43. Apparently, more wrus is good wrus. We're as shocked as you are. Page 100. We knew a guy who had a homologation once, but he got it removed. Now he has this really cool scar, and he can predict lunar eclipses. Page 96. Actually we thought Betty was the brunette - guess only Archie knows for sure. Page 94. You could play this game, but you'd be better off destroying it using one of the methods named in the title. Page 103, On too of all this Fric graduated from high school, Page IIII. You know, someone should really just buy him a car. Page 77. Believe it or not, they don't know what it means either Hey, is that Melissa Ethendge? Page 73. This was very important to us because one of our units sacrificed its life for our photo shoot. Page 20. You know, if you squint your eyes, they really do kinda look like the Spice Girls. Page 69. "Nocool Not dust on my new boots! Oh, you are, like, sooo dead!" Page 98. Wow Hulk Hogan can really cut a rug. Guess he's been hanging out with those Stepping Selection guys, Page 59. Whatever, They'd still get decimated by a troop of little plastic dinosaurs. Page 49. What's really strange is the way we kept caling each other "Judy". Page 24. At one point, we think the Ambassador should say, "Fine! I'll Just take my fancy train and go home then!" Page 62. You can't see it in the picture, but he's actually standing squarely on Mario's lower lip. Page 14.

### Next:Month Freelancer



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FROM THE TERM
THRT EROUGHT YOU
GOLDENEYE FOR NEY:







MEET JOHNNA DARK
IN PERFECT DARKH HOW
OREP IS THIS GAME? OUR
EXPERTS SAY IT WOULD. THEKE
YOU FOUR HOURS I ONY,
SEVEN DAYS IS WEEK FOR
MONTHS TO SCHOOL OF
FOR MAXIMUM GAME PLAY
AN NEW EXPENSION PART
IS REQUIRED.

18 REQUIRED.







Capcom's all-time, flagship fighting series once again goes 3-D with Street Fighter EX 2 Plus. Loaded with new enhancements, modes of play and an expanded cast of characters. Street Fighter EX Plus drives home stunning 3-D graphics, lightning fast animation and Capcom's signature gameplay. Now the world's premier fighting series kids it up a notkin is Treet Fighter EX 2 Plus.





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